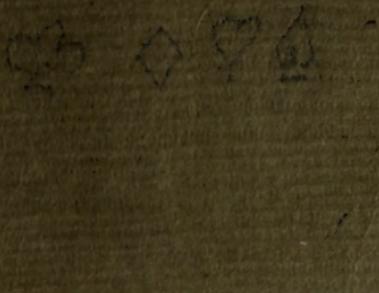




# The Rules of Card Games



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The New York Consolidated Card Co.

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# HOYLE'S RULES FOR CARD GAMES



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## Auction Bridge

As played under the revision of the count and the laws of 1926.

Auction Bridge has now entirely superseded the older game of Bridge, in which only the dealer or his partner could name the suit or no-trump at which the hand should be played. The adversaries could double the value of the tricks and could also score toward game if they made the odd trick or more. In Auction Bridge the privilege of naming the winning declaration, upon which the hand shall be played, is decided by bidding for it.

Two packs are necessary, in order to mark the position of the deal, as the one who plays the dummy may be any one of the four persons at the table, instead of being always the last dealer as at Bridge.

**The Pack.**—Two full packs of 52 cards, backs of different colors. The dealer's partner collects and shuffles the still pack while the other is dealt and places it at his right hand to mark the position of the next dealer.

**Cutting.**—Instead of cutting the cards, the pack is spread face down, and the candidates for play each draw one. Players exposing more than one card must draw again.

**Number of Players.**—A table is complete with six persons, four of whom are the active players in each rubber. The prior right to play is decided by cutting, those cutting the highest cards making up the first rubber. If there were more than four candidates, the four who are to play must cut again for partners, the two highest pairing against the two lowest.

**Rank of the Cards.**—The 13 cards of each suit rank from the A, K, Q down to the 4, 3, 2, both for cutting and in play. As between ties in cutting, spades have the preference, then hearts, diamonds and clubs.

**Choice of Seats.**—In cutting for partners, the player with the highest card chooses his seat and cards and has the first deal, his partner sitting opposite him. The third highest cut then chooses one of the vacant seats, his partner opposite him.

**The Deal.**—The player to the right of the dealer cuts, leaving at least four cards in each packet. The cards are then dealt from left to right, one at a time, until each has thirteen. All irregularities in the deal are dealt with in the laws. No trump is turned.

A misdeal does not lose the deal. No matter what happens, the same dealer must deal again unless four players pass without a bid. If a player deals with the wrong pack, or out of turn, he must be stopped before the last card is dealt or the deal stands, and the packs, if changed, must so remain. The deal goes to the left.

**Objects of the Game.**—To get the privilege of playing the combined hands, declarer and dummy, as no one can score toward game but the side making the highest bid. Having secured the declaration, the play is to make at least as many tricks as bid,

and to go game if possible. The highest bid is known as the contract.

The declarer's "book" is 6 tricks, and all over 6 count toward fulfilling his contract. His opponents' book is the difference between the contract and seven, so that if the highest bid or "winning declaration" is three hearts, the opponents' book is the first 4 tricks they win. Any tricks over their book "set" the contract.

The value of the declarer's tricks over the book varies with the declaration, being 6 each if clubs are trumps, 7 if diamonds, 8 if hearts, 9 if spades and 10 if it is no-trumps. When nulls are played the tricks are worth 10, and the bid ranks below no trumps. These values may be increased by doubling.

The value of the opponents' tricks is always the same, no matter what the contract may be, 50 points each, 100 if the declaration has been doubled, 200 if redoubled. These are "honor" scores.

**The Bidding.**—The cards dealt, the dealer has the first bid and may declare to win any number of tricks, over the book, from 1 to 7, with a named suit for trump or at no trump, or he may pass without a bid. The dealer having declared himself, the next player on his left must bid higher, double or pass, and after him each player in turn until no one will go any higher.

If no one makes a declaration, the deal passes.

A player may double his adversary, but not his own partner. He or his partner may redouble his own bid if it has been doubled, but only one double and redouble is allowed.

The bids outrank one another like the suits. A bid of three diamonds would be outbid by a bid of three hearts or spades, because those are higher ranking suits than diamonds; but any bid of a greater number of tricks will outrank any bid of a less number of tricks so that five clubs is better than four no-trumps.

## AUCTION BRIDGE TABLE OF POINTS

DECLARATION		♣	♦	♥	♠	No t'mp
EACH TRICK ABOVE 6		6	7	8	9	10
HONORS	3 HONORS . .	30	30	30	30	30
	4 " (divided)	40	40	40	40	40
	4 " (In 1 hand)	80	80	80	80	100
	5 " (divided)	50	50	50	50	-
	5 " (4 in 1 hand)	90	90	90	90	-
	5 " (In 1 hand)	100	100	100	100	-
NULLOS 10, no Honors.		Bid ranks below	No-Trump.			

Game is 30 points; rubber 250; grand slam, winning all the tricks, 100; little slam, winning 12 tricks, 50. Nothing can be scored

toward game except by declarer's side. Honors always scored as held by either side. Two aces have no scoring value.

The conversation of the game requires the players to use the same forms of expression throughout as much as possible. Suppose the dealer says, "No bid," the second player, "I pass," or simply, "No." Third player says, "One diamond," fourth player, "One heart," the dealer, "One no-trump," second player, "I double one no-trump," third player, "Two diamonds," and so on. Players must be especially careful in doubling to state the number of tricks and the suit they double, so that there shall be no misunderstanding by the following bidder, because the doubling does not increase the value of the bid as a bid.

Should a player name a number of tricks which is insufficient to overcall the previous bid, he may correct himself without penalty before the next player calls attention to the error, or makes a declaration, by making the number of tricks sufficient without changing the denomination. A pass or a double cannot be changed.

If the player to the left of the insufficient bid passes or declares, without correcting it, the bid stands as regular. But if any player calls attention to the error before it is corrected, the player may make his bid sufficient, in any suit, or in no-trump, but his partner cannot bid again that deal.

**Doubling.**—This does not affect the value of the bids, but it shows in the score at the end of the hand. Suppose a player says one heart doubled by an adversary. The partner of the one who bid hearts can bid two in clubs, which is better than one heart, the doubling not affecting the rank of the bid at all. This annuls the double.

**Declarer and Dummy.**—The highest bid is called the contract even if it is doubled and entitles the side making it to score toward game. The partners making this bid are known as declarer and dummy. The declarer, who plays the combined hands, is always the one who names the suit or no trump that becomes the winning declaration. In case both partners have named the same suit, the one who named it first must be the declarer, because it is assumed that his partner's higher bid in the same suit was simply in the nature of assistance. Even if the player who first named the suit shifts to another suit, if the suit first named finally becomes the contract, he is the declarer. It is usual in speaking of the players to assume that A and B are playing against Y and Z, and that Z was the dealer.

For example: Suppose Z bids one diamond. A, on his left, says one heart. Z's partner, Y, says two diamonds and all the others pass. Although Y is the highest bidder, his partner first named diamonds and he must be the declarer, Y becoming dummy.

It sometimes happens that opposite sides make the same declaration. Suppose Z bids one heart and A passes, Y shifts to one no-trump, B and Z passing. Now, A has a big heart hand and could defeat Z's declaration, but as Y has shifted from the hearts, A must bid two hearts if he wants to play the hand, and if all pass A will become the declarer, although hearts were first named by his adversary, Z.

As only the side making the winning declaration can score toward game, it often happens that a player would rather risk being set by overbidding his hand, so as to prevent the other side from getting the contract and perhaps winning the game or rubber.

**The Play.**—The player to the left of the declarer always leads for the first trick, any card he pleases, and each player to the left must follow suit if he can, but no one is obliged to win the trick. Having none of the suit led, a player may trump or discard. The declarer gathers all the tricks won by his side, keeping them separate so that they may be readily counted. Either adversary may gather for their side.

**The Revoke.**—A revoke is a renounce when able to follow suit, or failure to comply with a performable penalty. Dummy cannot revoke under any circumstances. The penalty for the first revoke is two tricks, and for any further revokes in the same hand one trick each. These are taken from the side in error at the end of the hand and given to the other side. The scores are then made up exactly as if all the tricks had been won in the ordinary course of play and no revoke had occurred. If the side in error has not tricks enough to pay the penalty, the other side scores seven by cards, and 100 for a grand slam.

This allows a player who has bid three, made five, but revoked, to pay the penalty of two tricks and still have enough left to fulfill his contract. If the contract has been doubled or redoubled, all tricks won or lost are scored at the increased values, whether taken as revoke penalties or not. Tricks taken in penalty may, of course, enable the side not in error to win the game or rubber.

**Correcting a Renounce.**—The partner of a player who renounces should always ask him if he has none of the suit led. A renounce in error may be corrected and the revoke penalty saved, provided the side in error has not led or played to the following trick. If it is an adversary of the declarer who corrects a renounce in time, he may be called upon to play his highest or his lowest of the suit led, or to leave face up on the table the card played in error, where it is subject to call.

All other errors in bidding, or in the play, will be found in the Third Section of the Laws, "Irregularities and Penalties."

**Scoring.**—If the contract is not doubled, and succeeds, the declarer scores for tricks and honors as usual, and he scores for as many tricks as he gets. If he fails to make good his bid, his adversaries score 50 points in the honor column for every trick by which he fails, but they never score in the trick column

toward game, no matter how many tricks they win, as they are not the declarers. The declarer scores nothing but honors when his trick bid fails. If he has been doubled, his loss is 100 points a trick, and if he has redoubled, 200.

Suppose the contract is three hearts undoubled, and the adversaries get 7 tricks. The declarer has failed by 3 tricks, as he bid to win 9 and got 6 only. This gives the adversaries 150 points penalty in the honor column, but neither side scores anything toward game. Whichever side has the majority of the honors scores them.

If the declarer has been doubled plays the dummy and makes what he bid, he gets 50 points in the honor column, besides the double value of the tricks in the trick column. If he has redoubled, he gets 100 points. If he has been doubled, and gets more than he bid, he gets 50 points for every extra trick, if he has redoubled, 100 points, all in the honor column.

It is important to remember that the number of tricks won by the adversaries of the declaration are counted only as a check on the declarer's score. If the declaration is to make two by cards and the adversaries win 7 tricks, the declaration does not fail by 3 tricks, but only by 2, because their book is 5 tricks. The declarer undertook to win 8 tricks and got 6, so he fails by 2.

**The Rubber.**—The side first winning two games wins the rubber, and adds 250 points bonus to its score. If the same partners win the first two games, a third is not played.

At the end of the rubber the total number of points made by each side are added up, and the smaller total is deducted from the larger. The difference is the value of the rubber in points to the winners. It is usual to call anything above 49 as 100, and anything below 50 as nothing, and to call a rubber of 368, for example, a "four" rubber.

## Conventional Bids at Auction

There are three classes of bids at auction. Free bids, which are made by the dealer, or by some player to his left if he passes. Forced bids, which are necessary to overcall some previous bid. Secondary bids, which are made on the second round, after the player has refused to make that bid at the first opportunity.

All modern bidding is based upon the principle that certain cards and combinations of cards have a definite average value as trick winners, and that these values, when added together, give the average playing value of the hand.

There are 13 tricks to be played for in every hand, and if the dealer has more than his share, which would be 4 or more, he should be able to make a bid of some kind, unless the distribution is unfavorable for a declaration. If the dealer has 4 tricks in his own hand, there are 9 to be divided among the three other players, and the dealer's partner should have his share, which would be 3. Add these to the dealer's 4 and we get 7 and that is the lowest bid allowed in the game.

In order to bid on 4 tricks, one must know what constitutes 4 tricks, and must have confidence that the valuation will hold in the majority of cases. Sometimes what counts 4 will be worth 2 or 3 only, sometimes 5 or 6, but all bidding is based on averages, as there is no such thing as "sure" tricks.

**Free Bids.**—Every free bid, and every assist, presupposes that the bidder's side will get the contract. The side that hopes to play the hand counts each guarded ace as worth 2 tricks, each guarded king as 1 trick. Queens, jacks, and tens are worth nothing except in combination with other high cards. The following table shows the values of the various high-card combinations which are the basis of modern bidding:

A K Q J	A K Q 10	A K J 10	are each worth 5 tricks
A K	A Q J	K Q J	are each worth 4 tricks
A Q 10	A J 10	K Q 10	are each worth 3 tricks
A Q	A J	K Q	are each worth 2 tricks
K J 10	K J	Q J 10	are each worth 1 trick

The number of small cards does not alter these values, but as the major suits, hearts, and spades, are declared in the hope that they will be the trump, there should be at least 5 cards in suit, or 4 very strong ones. In clubs or diamonds, length is not so important, and the minor suits are bid in the hope that the partner will have something better. Major suits ask for support; minor suits offer it.

In every free bid, at least 2 of the 4 or more values should be in the suit named, or it is a secondary bid; not a free bid. Suits worth 3 only require an outside king to make the hand up to 4. Suits worth 2, require an outside ace, or a K-Q suit. Suits with 1 value only are not free bids.

In order to distinguish between hands that have all the values in one suit, and those that have two suits, the rule is to

bid all the hand is worth at once if it is all in one suit, and to rebid the hand if it is in two suits. Never bid more than one on any suit of only five cards; but with 6 in suit, and 4 values in that suit itself, bid two; with 7 in suit, bid three; with 8 in suit, bid four. This refers to major suits only, hearts and spades. Never bid more than one originally in clubs or diamonds.

When there are 2 or 3 values in a second suit, the first bid is one, and the hand is rebid on the second round, if the opportunity or necessity arises to show the outside tricks. For example: Five hearts to the A K is a free bid of one heart, even with nothing outside. With an outside ace, the bidding would be one heart the first time, and two hearts on the second round.

**Rebid Hands.**—To rebid a hand without any assistance from the partner, the declarer should have 6 values. To rebid a second time without assistance, he should have 8 values. When there are two suits which are equally good free bids, always bid the higher ranking suit first. With five hearts to the A K Q and five spades to the A Q 10, bid one spade, and on the rebid, two hearts. When two suits are shown in this way the partner must choose, always selecting the suit in which he has the more cards, regardless of how many tricks he has in his hand.

If the partner has assisted the first bid, the declarer may rebid with 5 values, and after a second assist, with 6.

**No-Trumpers.**—Usually 5 values are required, distributed among at least three suits, to bid no-trumps, but a sound major-suit bid should always be given the preference if there is a choice, as it is so much safer. Some players bid two no-trumps with 100 aces.

The modern system is to confine no-trumpers to hands in which there is not more than one suit of two cards only. This restricts them to such suit distributions as these:

4 3 3 3

4 4 3 2

5 3 3 2

One may occasionally bid upon such suit distributions as 5 4 2 2, or even 6 3 2 2, if the long suit is not a heart or a spade strong enough for a bid, provided one or both the short suits have an A, or both K and Q.

**Four-Card Suit Bids.**—When the suit distribution is unfavorable for a no-trumper, especially when there are singletons or missing suits, it is better to bid the suit, even if it contains only 4 cards, especially if it is a major suit. While 5-card suits are safe bids on 4 tricks, if 2 of them are in the suit named, 4-card suit bids should have 5 tricks, at least 3 of them in the suit named. In the minor suits, 4 tricks is often considered enough for a free bid, especially if all in the suit.

These 4-card major suit bids are now frequently made on hands that have no pretensions to being no-trumpers, and are selected in preference to longer minor suits which do not hold out much promise of going game. The best test for any 4-card suit bid is to decide if you would bid it if there was another trump. If you have a sure trick elsewhere to take the place of the short trump, it is usually a safe bid.

**The Partner.**—The trumps in the partner's hand have a different value from those in the hand of the declarer, and the honors are never worth as much as honors in the plain suits. The normal bid in a major suit is made on five cards, and the average holding for the partner would be two or three. As 3 small trumps win a trick about half the time, they are rated at  $\frac{1}{2}$  a trick. An extra trump or honor adds to this value, but no length or strength in trumps can make them worth more than two in the partner's hand. Any additional value depends on whether any suit can be ruffed on the first, or second round, and such values are added to the value of the trumps themselves. The following table shows the value of the various trump holdings in the partner's hand:

3 small, or 1 honor (Q, K, or A) and 1 small, are worth.....	$\frac{1}{2}$
4 small, or 1 honor (Q, K or A) and 2 small, are worth.....	$1\frac{1}{2}$
2 honors (J and 1 better), and 2 or more small, worth.....	2
For ruffing first round of a suit, add Ace value.....	2
For ruffing second round of a suit, add King value .....	1
For ruffing both first and second, with at least 4 trumps.....	3

These trump values are added to the standard trick values of the high cards in the plain suits.

**The Assist.**—The declarer holds at least 4 tricks, but he bids to win 7, because he expects his partner to hold one-third of the remaining 9, or 3. Add to these 3 the  $\frac{1}{2}$  for average trumps, and we get  $3\frac{1}{2}$  for the average value of the partner's hand.

These  $3\frac{1}{2}$  values are included in the original bid. Never overlook this important fact, or you are bidding your cards twice over. Therefore with only  $3\frac{1}{2}$  values the partner should never assist the first free bid, if it is overcalled. But with  $4\frac{1}{2}$  values he should assist once; with  $5\frac{1}{2}$  twice, and with  $6\frac{1}{2}$  he should assist three times. If the declarer has rebid his hand without waiting for assistance, or in spite of his absence, the partner can assist one rebid with  $3\frac{1}{2}$ . He can assist a second rebid with  $2\frac{1}{2}$ , and a third rebid with  $1\frac{1}{2}$  only, as the declarer shows 2 extra values for each rebid.

**Denying Suits.**—Two trick bids need never be denied; but any one-trick suit bid should be denied with only 1 or 2 small trumps by bidding any suit with 2 or more values in it, or any suit of five cards.

**Denying No-Trumpers.**—Always take the partner out of a no-trump bid of one, if you hold five hearts or five spades. With a trickless hand, bid any five-card suit as a warning.

If the take-out is not only strong in the suit named, but is supported by winning cards in any other suit, it is usual to "jump" the bid, bidding three instead of two. This informs the no-trumper that if he does not like the take-out he can safely go back to his no-trumper.

**Conventional Doubles.**—Any double of a no-trump bid of not more than one; or of a suit bid of not more than three, if

made at the first opportunity, and before partner has said anything, is a negative double, and asks the partner to bid. The double of a no-trumper asks partner to pick out his longest suit, no matter how weak. Doubling a suit bid shows the doubler holds a no-trumper, except for the suit he doubles. With that suit stopped twice, the answer to the double may be no-trumps. After the partner has declared anything or doubled, any double is positive, and aimed at penalties. The same is true if the double was not made at the first opportunity. The partner may use his judgment about letting any double stand.

If the intervening player bids over the double, the partner need not answer the double unless his hand is strong enough to justify it. If the doubler insists, he can double again. It is usual for the partner to select a major suit, even of only 4 cards, rather than a minor suit of five, in answer to a double.

**Forced Bids.**—When the player is not the first bidder, he must put up some sort of a fight if he has anything worth bidding on, and he is not expected to hold 4 values in such cases, but must bid what he has; but it is usually unsafe to bid on any hand with less than 3 values.

**Secondary Bids.**—A hand may contain 4 values, but the distribution may be unfavorable; such as five spades to the K, and A K small in hearts. The hearts are not long enough and the spades are not strong enough, therefore the player must pass the first time, and bid the spades on the second round if the situation seems favorable.

**Defensive Bids.**—It is sometimes necessary to show a suit, so as to indicate a lead, but without any idea of having that suit for the trump or playing the hand. The more common situations are third hand, when first and second hands pass, and fourth hand may bid; or when a no-trumper is bid on the left, and it is possible to save game if partner leads a certain suit.

#### CONVENTIONS OF PLAY.

**The Adversaries.**—Playing against trump contracts, if the partner has declared a suit, lead the best card of it. If the leader has declared a suit, he should lead it. Any other lead should be an undoubted singleton, asking for a ruff. It is unsafe to lead singletons unless the trump lead can be stopped on the first or second round. With four trumps, always lead the longest suit.

If your partner's no-trumper has been overcalled by the player on your right with a suit, and he holds the contract, the best defense has been found to be to lead the trump right up to him. This forces him to lead up to the three strong suits in your partner's no-trumper.

Lead the K when holding the A or Q with it, or both. Lead the A to deny the K, and show five in suit, or A Q J. Lead the Q from Q J and others. Lead the J from J 10 and others. Lead the Jack from K J 10. When there is no high-card lead, play the fourth best, counting from the top, such as the 6 from K 10 8

64. Follow K with A to deny the Q. Follow A with Q to show J also. Follow K with J from K Q J, to deny the A.

There are many hands in which an honor in the partner's hand may be saved by leading the top of interior sequences such as the 10 from K 10 9, or Q 10 9 and others.

Lead through dummy's strong suits, and up to dummy's weak suits. Lead trumps if the declarer has refused an opportunity to do so. Do not force both adversaries, allowing one to trump and the other to discard.

Playing against no-trumpers, lead small cards from suits not headed by at least three honors, unless you have 6 or 7 cards in the suit. With A Q J, lead the Q if you have no other sure trick in the hand. If your partner has bid a suit, lead the best you have of it if not as good as the Q. With three, keep the smallest card for the third round.

**The Declarer.**—Having obtained the lead, get out the trumps at once unless you have a finesse in that suit and the lead is in the wrong hand, or if you can make some of dummy's small trumps separately from your own, or if you can discard some losing cards on dummy's winners in other suits, or if there is a cross-ruff.

In no-trumpers, always play for the suit that is longest between the two hands. Do not play for a suit of six cards, divided 3 and 3, if there is a suit of 8, divided 5 and 3. Keep re-entries in the hand that has the long suit. If there are two equally good suits, one in each hand, play first for the suit shown on the table, so as to conceal your strength in the other suit.

Always lead from the weak hand to the strong. Finesse A Q suits by leading from the other hand. Finesse A J 10 suits by leading twice from the other hand. If the A and Q are divided, lead the small card from the A to the Q.

**Second-Hand Play.**—Either declarer or adversaries must protect themselves when suits are led through them. Cover an honor with an honor is a good rule, as it forces the leader to play two honors to get one trick. With any combination from which you would lead a high card, play one second hand. With A K, or K Q, for instance, you would lead high, therefore play high second hand on a small card led.

**Third Hand.**—In trump contracts, play two small cards of the partner's suit down, so as to indicate that third round can be trumped; such as 8 then 4 on K and A leads. Against no-trump contracts, always play the second-best of the partner's suit if you make no attempt to win the trick. Win tricks third hand as cheaply as possible. With K Q, play Q. To play the K denies the Q.

# The Laws of Auction Bridge

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## SECTION I.

1. **How Auction Bridge is Played.**—Auction Bridge is a card game for four players, two being partners against the two others. A partnership is called a side.

2. **The Cards.**—Two packs of cards, with distinctive backs, should be used, one pack for each side. Each pack to be correct and perfect must contain fifty-two cards divided into four suits of thirteen cards each without duplication.

3. **Rank of the Suits.**—The four suits, Spades, Hearts, Diamonds and Clubs, shall rank in the order named for both drawing and bidding, Spades being the highest.

4. **Rank of the Cards.**—The thirteen cards of each suit shall rank: Ace, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Deuce; the Ace being always the highest and the Deuce the lowest, both in drawing and in play.

5. **Honors.**—When there is a trump suit, the Ace, King, Queen, Jack and Ten of that suit shall be known as Honors. When there is no trump suit, the four Aces shall be the Honors.

6. **Trumps and No Trumps.**—Cards of the trump suit shall outrank all, and, therefore, win over cards of any other suit, if legitimately played to the same trick. In No Trumps, suits shall have no rank.

7. **Incorrect or Imperfect Packs.**—Any pack in which cards are duplicated, or missing, or can be identified by the backs, shall be rejected for play; but any scores made with such packs, previous to the deal in which the defect was announced, shall stand.

8. **Drawing for Partners.**—Each of the four players shall draw a card from a thoroughly shuffled pack, spread face down-

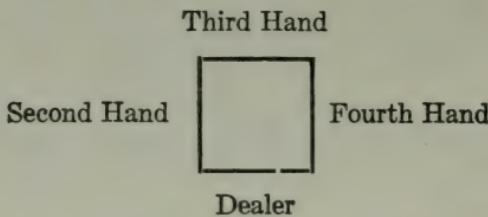
ward on the table; but none of the four cards at each end shall be drawn. Any player exposing more than one card shall draw again.

9. The two players who draw the higher cards shall be partners against the two others. If two or more draw cards of equal rank as cards, the rank of the suits shall decide.

10. **The Seats.**—The player drawing the highest card shall choose his seat, his partner sitting opposite him. The player drawing the higher card of the remaining two shall choose one of the remaining seats, his partner sitting opposite him. In making a choice partner may be consulted, but a choice once made can not be changed.

11. **Choice of Packs by Dealer.**—The player drawing the highest card shall be the first dealer. Having made his selection of a seat, he shall then take his choice of the two packs of cards. In making his choice his partner may be consulted, but the choice once made can not be changed.

12. **Positions at the Table.**—With respect to the deal, the four players shall be known as Dealer, Second Hand, Third Hand and Fourth Hand, as in the following diagram:



13. The order of dealing, bidding and play, shall always be to the left.

14. **The Shuffle.**—The pack chosen for the first deal shall be thoroughly mixed or shuffled in full view of the other players with all the cards face down, so that the face of none may be seen during the shuffle. The Dealer shall always have the right to make a final shuffle before presenting the pack to be cut.

15. **The Still Pack.**—The pack not in play shall be known as the Still Pack, the cards of which shall be gathered and shuffled by the Dealer's partner, who shall then place this shuffled pack at his right, to the left of the next Dealer.

16. **Cutting Before Dealing.**—The Dealer shall present the pack he has chosen, thoroughly shuffled, to the player at his right to be cut. In cutting, at least four cards must be left in each packet. The upper portion shall be placed towards the Dealer, who shall complete the cut by placing the lower portion on the top.

17. **False Cuts.**—Should there be any confusion in the cut, or any doubt as to which was the top, or if any cards are exposed in cutting, or if the pack is shuffled after it has been cut, there must be a new shuffle and cut.

18. **The Deal.**—The Dealer shall distribute from left to right the entire fifty-two cards, one at a time, all face down, beginning with the player at his left, so that each of the four players shall receive thirteen cards in regular order.

19. The deal shall begin when the cut is legally completed by the Dealer, and shall end when the last card comes in its regular order to the Dealer.

20. No player shall deal for any other player except with the consent of his adversaries.

21. **New Deals.**—There must be a new deal by the same player if the cards are not dealt in regular order into four distinct packets of thirteen cards each; or if the last card does not come in its regular order to the Dealer; or if any card is found faced in the pack, or is turned face upward during the deal.

22. Any player who has not looked at any of his cards may demand a new deal if the deal is out of turn, or with the wrong pack, or with a pack that has not been properly cut; but this right to demand a new deal must be exercised before the deal is completed, or the deal shall stand as regular and in turn. The packs, if changed, must so remain, if the deal is completed.

23. There must be a new deal by the same player if the pack is proved to be incorrect or imperfect at any time before the play of the hand is finished.

24. There must be a new deal by the same player if, at any time after completion of the deal, one player has too many cards and another too few.

25. If at any time after the deal is completed one player has too few cards, and the others their correct number, the missing card or cards must be found, if possible, and restored to his hand. If found in the Still Pack, under the table, or any such other place as to make it reasonable to assume that the pack was correct when dealt, the deal must stand and the player who is short shall be responsible for any Revoke or Revokes he may have made as though the missing card or cards had been in his hand.

26. If the missing card or cards be found in such a place as to make it reasonable to assume that it or they had not been part of the pack when dealt, there must be a new deal by the same player.

27. If the missing card or cards can not be found, the deal must stand and the player who is short shall play out the hand without penalty for Revoke in consequence of such shortage, unless it is the first deal with that pack. In that event, there must be a new deal by the same player with a complete pack.

28. **The Bidding, or Declarations.**—The deal completed, the Dealer shall make the first bid, or he may pass without bidding. A bid is an undertaking to win at least seven of the thirteen tricks to be played for; the seventh trick being known as the odd trick. A trick consists of four cards, one from each player.

29. Bids and passes together with doubles and redoubles constitute the various Declarations. A bid of one Club, one Diamond, one Heart, one Spade or one No Trump shall be considered as an undertaking to win the odd trick at the Bid or Declaration named. A bid of two shall mean two odd tricks and so on; but no bid shall exceed seven tricks.

30. **Overcalling.**—The Dealer having made his declaration by bidding or passing, each player in turn to the left must make a declaration.

31. The bids shall rank: Clubs, which is the lowest, then Diamonds, Hearts, Spades, and No Trumps, which is the highest. In order to overcall a previous bid, a player must bid at least the same number of tricks in a higher ranking bid, or a greater number of tricks in the same or a lower ranking bid.

32. **Method of Declaring.**—The simplest methods of announcing the bids shall be adhered to, such as: "One Heart;" "Two Clubs;" "Two Hearts;" "Three Clubs;" or "Three No Trumps;" or "No Bid." A player can not change his declaration under any circumstances except to correct an insufficient bid, or a slip of the tongue.

33. A player may bid the same suit, or No Trumps, that an adversary has already named, or he may increase his partner's declaration, or he may change it to any other declaration. There shall be no limit to the number of tricks, less than eight, which any player may bid in his proper turn, always provided that his bid outranks the last previous bid.

34. **Doubling.**—Instead of passing or overcalling the previous bid, any player may, in his proper turn, double the last bid made by an adversary, provided no bid has intervened. This double may be redoubled by either of the doubler's adversaries in his proper turn, but no player may double his own or his partner's bid, or redouble his own or his partner's double.

35. Doubling does not alter the rank of the bids, although it doubles the numerical value of the tricks in the final score. In the bidding, two Hearts shall still overcall two Clubs, even if the two Clubs bid have been doubled. The same rule applies to redoubling.

36. A double or redouble is a declaration and shall rank as a bid. The form shall be: "Three Hearts." "Double Three Hearts."

37. A doubled bid must either be passed, redoubled or overcalled. A redoubled bid must be passed or overcalled.

38. A double of a double is a redouble. A redouble of an undoubled bid is a double.

39. A bid may be doubled and redoubled once but no more.

40. Declaring Ends.—When three players in succession, in their proper turn, have passed a bid, double or redouble, the bidding ends.

41. If all four players pass without any bid having been made, the deal passes to the player at the left.

42. The Contract.—The highest bid, undoubled, doubled or redoubled, when passed by three players in their proper turns, shall be known as the Final Declaration, or the Contract.

43. Declarer and Dummy.—The partners who secure the Final Declaration or Contract shall be known respectively as Declarer and Dummy. The Declarer shall be the player who first named for his side the suit or No Trump specified in the Final Declaration or Contract, and his partner shall be the Dummy.

44. The Opening Lead.—The player at the left of the Declarer must begin the play by leading any card he pleases, placing it face upward on the table in front of him. Dummy shall then lay his thirteen cards face upward on the table in front of him, sorted into suits, the trumps, if any, at his right, and shall thereafter take no part in the play. The Declarer shall play the twenty-six cards in his own hand and Dummy's, and shall have the sole right for his side to select and exact any penalties that may arise during the course of play.

45. Order of Play.—Each player in turn to the left must follow suit to the card led, with any card of the same suit that he pleases. The players in order of play shall be known as Leader, Second Hand, Third Hand, and Fourth Hand.

46. Quitted Plays.—A card is played by an adversary when so held that the partner can see any portion of its face; by the Declarer when laid on the table face up and the fingers removed from it; by Dummy as soon as the Declarer touches or names it, unless he is arranging.

47. A Renounce.—A Renounce is a failure to play a card of the same suit that is led. If a player has none of the suit led, he may play any card of any other suit.

48. Tricks.—The highest card of the four played, if of the suit led, shall win the trick, except that Trumps win over all other suits.

49. The Play.—The four cards of each trick shall be gathered and turned down in front of the rightful winners, the Declarer gathering all of the tricks won by his side, and either one of the adversaries all the tricks won by his side. A trick erroneously

gathered in may be claimed by the rightful winners any time prior to the entering of the score for the deal. The winner of each trick shall then lead any card he pleases, the others following suit in regular order to the left. This shall continue until all thirteen tricks have been played. The last trick turned down may be examined by any player if neither he nor his partner have led or played to the following trick.

50. **The Books.**—The tricks taken by each side shall be kept separate to facilitate counting them. The first six tricks taken by the Declarer's side have no scoring value but shall constitute the Declarer's book. All tricks taken over this book shall count toward fulfilling his contract.

51. The adversaries' book is the number of tricks named in the contract deducted from seven, but all tricks they win over their book shall be counted as defeating the contract.

52. **Dummy.**—Dummy shall not, by touching cards, or in any way, suggest a play; but the Declarer, by naming a particular card, may call upon Dummy to play it.

53. If at any time Dummy renounces to a lead, while holding a card of the suit led, and the error is not corrected before the lead to the next trick, the trick stands good.

54. Dummy shall have the right, if he has not intentionally looked at any of the other hands, to call attention to too many or too few cards played to a trick; to point out that a trick has been gathered by the wrong side. He may call the Declarer's attention to any rights that Declarer may have under the laws, or to ask any renouncing player if he has none of the suit led.

55. **Quitted Tricks.**—A trick is quitted when it has been turned down and the winner of the trick has made a lead for the next trick. A quitted trick shall not be looked at until the end of the play, unless it is discovered to have too many cards in it.

56. **End of Play.**—The play ends when the thirteenth trick has been gathered in, or when any or all of the remaining tricks have been conceded by either side.

## SECTION II.—SCORING.

57. **Fulfilled Contracts.**—The Declarer, having fulfilled his contract, shall score for the number of odd tricks he has won according to the following scale of values. These trick scores shall be kept separate from all other scores.

If Clubs are trumps . . . . .	6 points each
If Diamonds are trumps . . . . .	7 points each
If Hearts are trumps . . . . .	8 points each
If Spades are trumps . . . . .	9 points each
If there are no trumps . . . . .	10 points each

If the contract has been doubled, these values shall be multiplied by two; if redoubled, multiplied by four.

58. **Defeated Contracts.**—The Declarer, having failed to win the number of odd tricks named in his contract, scores nothing for such tricks as he may have won, but the adversaries score 50 points in their Honor column for each trick by which the contract fails; 100 if doubled; 200 if redoubled.

59. **Honor Scores.**—Honor scores shall be kept separately from the trick scores and vary in value according to the number held as follows:

**With a Trump Suit**

<i>Honors Held</i>	<i>Have the Value of</i>
3 Honors between partners.....	30 points
4 Honors between partners.....	40 points
4 Honors in one hand.....	80 points
3 in one hand and 2 in the other.....	50 points
4 in one hand and 1 in the other.....	90 points
5 in one hand.....	100 points

**When There Are No Trumps**

3 Aces between partners are worth.....	30 points
4 Aces between partners are worth.....	40 points
4 Aces in one hand are worth.....	100 points

A side holding fewer Honors than enumerated in this table is entitled to no score therefor.

Honor scores are not increased by doubling or redoubling, and are scored by the side holding them, whether the contract is defeated or not.

60. **Bonuses for Slams.**—There shall be a bonus of 50 points for winning twelve of the thirteen tricks, Little Slam; or 100 points for winning all the tricks, Grand Slam. Slams may be scored either by the Declarer or his adversaries. If the Declarer has bid seven and wins six odd tricks only, he shall still score for Little Slam, although he fails to fulfill his contract. The score for Slams is not affected by doubling.

61. **Bonuses for Doubled or Redoubled Contracts.**—The Declarer having fulfilled a doubled contract, shall take 50 points in his Honor column; or 100 points, if redoubled. He shall also take 50 or 100 points, as the case may be, for each trick he wins over his doubled or redoubled contract.

62. **Games and Rubbers.**—The first side to win 30 or more points in trick scores alone, whether made in one or more deals, shall win the game. All points made over the necessary 30 shall be counted as part of that game. A line shall be drawn on the score pad under each game won.

63. All points scored for tricks that do not reach game before the other side wins the game shall stand, but they shall not count anything toward the 30 points required to win the following game, as each game must start from zero for both sides.

64. The side that first wins two games wins the Rubber and shall add a Bonus of 250 points for so doing. If the first two games are won by the same side, a third is not played. Wagers on the result of a Rubber are won by the winners on points.

65. **Settling Up.**—The score-keeper shall add up the total scores for tricks, Honors, and Bonuses, for each side, at the end of a Rubber. He shall deduct the smaller total from the larger, and the difference shall be the number of points won or lost on that Rubber.

66. **Errors in Scoring.**—Errors in the trick score may be corrected at any time before the bidding begins for the following game. If there should be no such game, before the final score of the Rubber is agreed to.

67. Errors in scoring Honors, Bonuses, Penalties or Slams may be corrected at any time before the final score of the Rubber is agreed to.

68. Errors in addition or subtraction on the score sheet may be corrected at any time before the withdrawal of an interested party from the table.

69. **New Rubbers.**—After the Rubber is won and the score agreed to, a thoroughly shuffled pack must be spread, and partners, seats, and choice of cards drawn for afresh.

70. **Unfinished Rubbers.**—If for any reason a player should be unable or unwilling to finish a Rubber, the score shall be made up as it stands, adding 125 points for a game won by either side. If a deal has been started, the bidding and play of that deal must be finished and scored.

### SECTION III.

71. **Irregularities and Penalties.**—All Penalties may be exacted by either adversary, the Declarer for this purpose acting for the Dummy.

72. If, before the deal is completed, any player touches any of the cards dealt to him, and thereby causes that or any other card to be exposed, his adversaries shall score 50 points in their honor column as penalty.

73. **Too Many Cards.**—During the play, if one player, not being Dummy, is discovered to have too many cards, the others having their right number, the side not in error may demand a new deal; or they may consider the surplus card at the end of the hand to belong to the imperfect trick, but it shall not be considered as a renounce in that trick.

74. **Too Few Cards.**—If, during the play, one player has too few cards, the others having their right number, the missing card or cards must be found, if possible, and restored to his hand. If the missing card or cards be found in such place as

to make it reasonable to assume that it or they were a part of the pack when dealt, the player to whose hand it or they are restored shall be responsible for any Renounce he may have made; but he shall not be liable to any of the Penalties for having an exposed card.

75. In order to locate the missing card or cards, the quitted tricks may be counted, face down, and if one is found to contain a surplus card, either adversary of the one who is short shall turn this trick face up, and may select any one of the cards to return to the short hand, the Declarer acting for Dummy. This shall not change the ownership of the trick.

76. Should either side fail to keep its tricks properly separated, and an adversary obtain the right to return a card to a short hand owing to the fact that there are more than an even multiple of four cards in the improperly kept tricks, such adversary shall have the right to choose any card from the improperly kept tricks.

77. **Insufficient Bids.**—Should any player make a Bid that is not sufficient to overcall the previous Bid, he may promptly correct himself by making the Bid sufficient numerically, but without changing from the suit or No Trumps he has named.

78. Should an insufficient Bid be passed, overcalled, or doubled by the player at the left, it shall stand as regular.

79. Should any player call attention to the insufficient bid before it is corrected, it must be made numerically sufficient in any suit, or in No Trump, the insufficient Bidder may choose. The partner of the player in error shall be barred from any further participation in the bidding for that deal.

80. Should the bid be both insufficient and out of turn, the player at the left of the player in error may exact the penalty for either offence, but not for both.

81. **Changing a Bid.**—Should a player make a bid in his proper turn and then change it for any purpose except to correct an insufficient bid, or a slip of the tongue, he shall be liable to the penalty for a bid out of turn.

82. **Declaring Out of Turn.**—Should a player bid, double or redouble out of turn, and any player call attention to it, the erroneous Declaration shall be rejected, and the partner of the player in error shall be barred from any further bidding during that deal. The Declaration shall then revert to the player whose proper turn it was to declare; if that player is the partner of the Declarer in error, he must pass.

83. If the player at the left of any Declaration out of turn should make a Declaration before attention is called to the error, the bidding shall proceed as though the erroneous Declaration had been made in regular order.

84. **Passing Out of Turn.**—If no Bid has been made, a pass out of turn shall be void, unless the player at the left of the

irregular pass bids or passes, in which case both Declarations shall be accepted as regular.

85. If a Bid has been made and a player passes out of turn, the player whose turn it was to bid shall proceed with the bidding, unless player at the left of the erroneous pass shall have made a Declaration, in which case both Declarations shall be accepted as regular. The player who passed out of turn must not re-enter the bidding unless the bid he has passed out of turn is overcalled, doubled, or redoubled.

86. **Illegal Bids or Doubles.**—Should a player bid more than seven tricks, the bid is void and the offending side must thereafter pass during that deal. The side not in error may then revert to the last legal declaration, or demand a new deal, or call the illegal declaration a contract to win seven odd tricks, which the side not in error may double, or play against it undoubled.

87. Should a player who is barred from bidding proceed to bid, double, or redouble, either adversary may decide whether or not the illegal declaration shall stand. In either case, neither of the offending side shall re-enter the bidding for that deal.

88. **Irregular Doubles.**—Any player doubling or redoubling a redouble shall be penalized 100 points in the adversaries' Honor column, and the illegal double or redouble shall be void, or the side not in error may demand a new deal.

89. Doubling a partner's bid, or redoubling a partner's double shall be penalized 50 points in the adversaries' Honor Column, and the illegal double or redouble shall be void.

90. Any bid or double made after the bidding is closed is void. It shall not be penalized if made by the Declarer or his partner, but if made by an adversary, the Declarer may call a lead from the partner of the player in error as soon as that player obtains the lead.

91. Should a player double any Declaration other than the one last made, such double shall be void, and he must amend his declaration, his partner being barred from any further bidding.

92. **Cards Exposed During the Bidding.**—Any card exposed before the bidding is finished shall be left face up on the table, and if it is an honor the partner of the offending player shall not thereafter participate in the bidding of that deal.

93. If the player with an exposed card becomes the Declarer or Dummy, the card may be taken up without penalty; but if this card is on the Declarer's right, he may forbid the lead of that suit by the partner of the player in error.

94. **Dummy.**—Should Dummy expose one or more of his cards before the initial lead, the Declarer shall forfeit any right he may have had to call a lead to the first trick, but he may call a card exposed by the adversary on his right.

95. Should Dummy in any way suggest the play of a card or suit from his hand, either adversary may call upon the Declarer to play or not to play the card or suit indicated, provided the play demanded does not constitute a revoke.

96. Should Dummy "intentionally" look at the hand of another player, and thereafter attempt to call the Declarer's attention to any irregularity, such as an exposed card, a lead out of turn, or a revoke, for which the Declarer would otherwise have had the right to demand a penalty, that right is forfeited. If it is a lead out of turn to which Dummy calls attention, the adversaries may consult as to which of them shall lead. If Dummy ask the Declarer if he has none of a suit to which he renounces, the Declarer cannot change his play.

But if Dummy has *not* "intentionally" overlooked the hand of any other player, he retains all his rights as a player.\*

97. Should any dispute arise between the Declarer and his adversaries, either as to the interpretation of the laws or as to facts, Dummy shall have the right to participate.

98. Leads Out of Turn.—Should the wrong adversary lead, the Declarer may treat the card led in error as exposed, or he may call for the lead of a named suit from the adversary who next obtains, or who rightfully then has the lead. If both adversaries lead simultaneously, the card led in error is exposed.

99. If the Declarer lead out of the wrong hand, either adversary may call attention to the error, or may accept the lead by playing to it, either in his right turn or otherwise.

100. If the lead is called from the proper hand, that hand must lead the suit that was led in error from the wrong hand. If the proper hand is void of the required suit, any suit may be led.

101. If any irregular lead is played to by either adversary, before naming a penalty, the irregular lead shall stand as regular and without penalty.

102. Should an adversary lead any card that is a sure winner as against Declarer and Dummy, and proceed to lead several such winning cards without waiting for his partner to play, the partner may be called on to win any of those tricks if he can. Should he be able to win one of them, the Declarer may then call on him to lead a suit, if any of the cards led in error are still exposed but unplayed.

103. Irregular Plays.—Should the Fourth Hand play before the Second, the Declarer may call upon the Second Hand to play his highest, or to play his lowest of the suit; or, failing any of that suit, his highest card of any designated suit. Failing either of these, the penalty is paid.

\*Many consider this a silly law, as Dummy cannot help looking at the hands of his adversaries, which are usually deliberately shown to him in order to turn them from the view of the Declarer.

104. If both Declarer and Dummy play to any trick before either adversary plays, the Fourth Hand may play before the Second without penalty.

105. Cards Exposed During Play.—The Declarer can gain no advantage through exposing any or all of his cards. He may, therefore, do so without penalty.

106. Exposed cards are those dropped on the table face upward; two or more played at once; cards so held that the partner can see any portion of the face; or cards mentioned or hinted at as being in the hand.

107. All cards exposed, except by Declarer, must be left on the table face up, subject to call.

108. The holder of an exposed card may be called upon by the Declarer to lead or play it any time in his proper turn. The call may be repeated in future tricks until the card is played; but the player cannot be obliged to play a card that would cause a Revoke.

109. Should an adversary of the Declarer play to both the twelfth and thirteenth tricks before his partner has played to the first of these, the partner's two cards are exposed, and subject to call.

110. The holder of an exposed card cannot be prevented from playing it if the opportunity offers.

111. Cards exposed because the Declarer claims or concedes a certain number of the remaining tricks are not subject to call.

112. Completed Plays.—A card is not finally played by the Declarer until it touches the table face up and the fingers are removed from it. Cards played by the adversaries cannot be taken back after the partner has had an opportunity to see any portion of the face.

113. Should the Declarer name or touch any card in the Dummy he must play it, unless he announces in advance that he is merely arranging, or unless he is manifestly pushing one or more cards aside to reach the one desired.

114. Revoke.—A revoke is a renounce in error, not corrected in time, or failure to comply with a performable penalty.

115. The revoke is established when the side in error leads or plays to the following trick, whether in its right turn or otherwise, or when the player in error or his partner exposes the remainder of his cards or claims the remaining tricks.

116. Should one side claim a revoke and the other side mix the tricks before they can be examined, the revoke shall be held as established.

117. Dummy is not subject to any penalties for revokes. If Dummy leave the table (not having forfeited his rights) the adversaries must protect the Declarer from revoking, or they cannot enforce the penalty against him.

118. **Correcting a Renounce.**—Should any player renounce to a lead, and Dummy ask if he has none of the suit when barred from doing so by reason of having forfeited his rights, the Declarer shall forfeit any rights he may have under the laws.

119. A player who renounces in error, may, on his own initiative, correct his error before his side plays to the next trick; but if he is an adversary, he may be called upon by the Declarer to correct his error by playing the highest card, or by playing the lowest card, he holds in that suit or the card played in error may be called exposed. This penalty can also be enforced against the Declarer if the player at his left has played to the trick after the renounce. A renounce by Dummy must be corrected before the lead to the next trick.

120. If a renounce is corrected in time, those who have played after the renouncing player may take back their card or cards and substitute others without penalty.

121. Any player may ask one who renounces to a lead whether he has any of that suit. If this question is asked before the side in error leads or plays to the next trick, the error may be corrected unless the question is answered in the negative, or remains unanswered until the player in error or his partner plays or leads to the following trick, or abandons the hand. If Dummy has forfeited his rights, he can not ask this.

122. **The Revoke Penalty.**—The penalty for an established revoke shall be two tricks, taken from the side in error and given to the other side at the end of the hand. For any further revokes by the same side the penalty shall be one trick each.

123. After the transfer of the tricks taken as revoke penalty, the scores shall be made up exactly as if all the tricks had been won in the regular course of play, together with any penalties that may have been incurred by doubling.

124. If the side in error has not tricks enough to pay the penalty, the other side shall score for a grand slam.

125. If both sides revoke in the same deal, the revokes cancel each other. If one side revokes more often than the other, that side is penalized. If one side is subject to a penalty of two tricks, and the other three the difference shall be transferred.

126. The revoke must be proved and the penalty claimed before the cards are cut for the next deal, or spread and drawn from for the next Rubber. If there is no next deal or Rubber, before the Rubber score is made up and agreed to.

127. **Conceding Tricks.**—If the Declarer at any time claim the rest of the tricks or any stated number of them, he must state how he proposes to win the tricks he claims. He may then be called upon to lay his cards face upward on the table and play out the hand. Failure to state how he proposes to win tricks claimed shall subject Declarer's cards to call. Any cards exposed by his adversaries in consequence of his claim shall not be liable to call.

128. If, after the Declarer has laid his cards face upward on the table, tricks are conceded by one player, and the concession is accepted, either verbally or by abandoning the hand, the concession shall stand, even if it can be shown that the tricks conceded could not all have been won. If Dummy has not forfeited his rights, he may object to the Declarer's conceding tricks.

129. **Information.**—During the bidding, any player is entitled to any information as to the details up to that time, but after the contract is settled by three consecutive passes, any player giving information except as to the final contract shall be penalized by having the other side call a lead the first time thereafter it is the turn of his side to lead.

130. An adversary of the Declarer may inform his partner that it is not his play, if he sees that he is about to play or lead out of turn. Dummy is not allowed this privilege.

131. Any player, except Dummy, may ask that the cards played to a trick be identified by those who played them. If no such demand is made, and either adversary calls attention to the card he has just played, his partner having not yet played to the trick, the one who has not played may be called upon by the Declarer to play his highest, or to play his lowest card to that suit; or failing a card of the suit led, to trump or not to trump.

132. Should any player, other than Declarer, make an unauthorized reference to any incident of the play, either by locating any particular card or calling attention to cards that have or have not been played, either adversary may call a lead from the offending player or his partner the first time either of them obtains the lead, the Declarer acting for Dummy.

133. **Consultation.**—While the partners may not consult, except when Dummy illegally calls attention to a lead out of turn, one may direct the other to select a penalty. If either names it, at the proper time, it can not be changed. If a wrong penalty is exacted and paid unchallenged it shall stand.

#### SECTION IV.

##### SPECIAL LAWS FOR CLUB PLAY.

134. **Forming Tables.**—A table shall be complete with six players. If there are more than four candidates for play, the first six in the room shall belong to the table. If there are more than six with equal rights, those who are to form the table shall be decided by drawing. The six drawing the highest cards shall complete the table, the four highest playing the first Rubber.

135. **Players and Partnerships.**—If there are more than four belonging to a table, those who are to play the first Rubber shall be decided by drawing from a thoroughly shuffled and outspread

pack. The four highest are the players, and the two highest shall be partners against the two others, the highest of the four being the first player and having the choice of the seats and cards.

136. Should there be any candidates for play already in the room who do not belong to any table, they shall have preference over any that thereafter enter the room, or who may belong to other tables.

137. **Cutting Out.**—At the end of the first Rubber, if there are more than four belonging to the table, the four who have just played shall draw from an outspread pack to decide the outgoers, the lowest going out. The four who are to play the next Rubber shall then draw for partners, seats, and cards.

138. At the end of the second Rubber, those who have played two Rubbers shall retire if there are two waiting to play. If there is only one waiting to play, those who have played two Rubbers shall draw to decide which shall go out. After the third Rubber, those who have played three Rubbers shall draw to go out.

139. In all cases in which more than four belong to a table, the order of going out having once been decided shall be maintained. To keep this rotation, the players should be numbered on the score-pad.

140. **Entering Tables.**—If a table is incomplete, having less than six players, a candidate may announce his intention to join that table, provided he does so before the cards are spread to draw for the next Rubber. If there are more candidates than vacancies, the candidates shall draw to decide which shall belong to the table.

141. **Leaving Tables.**—Should a player who leaves a table fail to return, or if he leaves at the end of a Rubber and it breaks up that table, the three who remain at that table shall have preference over him for entering or making up any other table.

142. **Filling Tables.**—Should a member of an existing table assist in making up another table, and before leaving, announce his intention to return, he retains his rights at his original table provided he returns at first opportunity, and he may then replace any member who has joined during his absence.

143. Should a player leave one table to make up another table that needs a fourth, he shall be the last to cut out of that table if he decides to remain with it.

144. If one table is broken up and one or two of its players cut into another table which has only four or five members, all six of the new formation shall cut for the right to play the next Rubber.

145. **New Cards.**—If a player should demand new cards at any time, for any other reason than to replace an imperfect

pack, the demand must be made for two packs, at his expense, before the beginning of the next deal. His adversaries shall then have the choice of packs.

146. Substitutes.—Any player leaving a table during the progress of a Rubber may appoint a substitute, if agreeable to the others, but his appointment shall be void at the conclusion of that Rubber or the player's return, and the substitute shall be considered as not having acquired or forfeited any rights either at that or any other table through such substitution.

147. If an agreed substitute is not available, the score shall be made up as it stands, adding 125 points to the winners of a game.

### CONTRACT BRIDGE.

This is a recent variation in the game of auction bridge, which differs from the parent game only in the scoring, all the preliminaries of cutting for partners, seats and deal, being as usual. The scoring is governed by the following rules:

The score below the line, toward game, is limited by the amount of the final bid, or contract, either at its normal value, or doubled value, if doubled. All extra tricks are scored in the honor column at 50 points each, or 100 if doubled, regardless of the declaration. There is also the usual bonus of 50 for fulfilling a doubled contract, 100 if redoubled. Example: The declaration is three spades, and the declarer makes five odd. He scores 27 below, and 100 above.

There is no score for honors less than four in one hand, but there is a bonus of 50 for little slam, 100 for grand slam. If a little slam is bid and made, it is worth 250, and a grand slam bid and made is worth 500. The partners winning the first or second game add 100 points immediately. For winning the rubber game they add 300, so that a rubber won in two straight games is worth 400; if it takes two out of three to win it, it is worth 300 only.

If the declarer fails to make his contract, the opponents score 50 for the first trick by which he fails; 100 for the second, and 200 for the third and any further, so that if he was set three tricks they would score 300. If they had doubled, these amounts would be doubled. These penalties are to prevent excessive flag-flying.

The revoke penalty is two actual tricks for the first revoke, and one trick each for any further revokes made by the same side, the transfer being made at the end of the hand. The scores are then made up as the tricks lie, just as if no revoke had occurred.

The average rubber in this game will be found to run to more than double the figures of the ordinary rubber at auction, and allowance for that must be made for in arranging the stakes.

## STOP-GAP BRIDGE.

It frequently happens that three players are expecting a fourth, and wish to fill up the gap until the fourth player appears to make up a rubber. Mr. Walter Nettleton, of Stockbridge, Mass., has suggested a variation of auction for three players which has the advantage of being at an end after every deal, so that no time need be lost in changing to four hand. We are indebted to *Vanity Fair* for permission to copy the rules.

The three players cut for choice of seats and cards as usual, one sitting opposite the dealer, the other on his right. The cards are dealt into four packets, that immediately to the left of the dealer being the dummy. The dealer has the first say, to bid or pass. If he passes, the next player declares; but in any case the first bid made must be in suit, and for one trick only; original no-trumpers being barred. This is to prevent the speculative and shut-out no-trumpers which were so common in the older forms of three-hand auction, or misery bridge. Once the bidding has started, however, there are no restrictions on overcalling or doubling.

The player who makes the winning declaration takes the dummy and places it between his two adversaries. The player to the left of the declarer leads, and dummy's cards are then turned face up, the play proceeding from that point on precisely as in the ordinary rubber.

Every deal is a complete game in itself, there being no partial scores toward game, and therefore no necessity to separate trick and honor scores. These are all put down in a lump. If the declarer makes 30 or more trick points he adds 200 for a game won. If he fails his adversaries are each credited with the amount they win for defeating the contract, three separate scores being kept.

Suppose the declarer makes five odd in spades and four honors. He scores 285. Suppose he is set two tricks in no-trumps, doubled, but has 30 aces. His adversaries each take 170 points. At any time it is desired to stop, the scores are added up, and each pays to the other the difference. Suppose the odd figures are thrown off, and the result is that A wins 720, B wins 650, and C wins 480. Then A wins 70 from B and 240 from C; while B wins 170 from C. This makes A win a total of 310, and B 100, C losing 410.

## DUMMY UP.

This is a variation of Stop-Gap which is designed to do away with the always objectionable feature of gambling on the possibilities of the dummy. It can be played by three or four persons, the only difference being in the manner of keeping the score.

If three play, the dummy is dealt to the left of the dealer, and all the cards in it are turned face up, sorted into suits, before a bid is made. The dealer has the first say, and may

bid anything he likes, or he may pass. Each player in turn has a chance to compare his own cards with the dummy before him, and to calculate, as closely as he can, how many he could make with any declaration he may select, if dummy's cards were placed between his two adversaries, and the player on his left had the lead.

All doubling is, of course, to defeat the contract. When a player does not see much chance to get the dummy, he may at least show his strong suit, so that his partner may know what to lead. Whether a bidder is showing his suit or bidding to get the dummy can usually be judged by what the dummy has in that suit.

Every deal is a game in itself. If the declarer wins 30 or more trick points he adds 100 for game, and scores honors as held; but if he fails to reach game, the partial score is of no use to him in helping to reach game another time. This makes it possible to put all the scores down in a lump, so that four odd in spades with four honors would be 176 points for the declarer.

When four play, the dealer's cards are turned face up and sorted into suits, and the player to the left of the dealer makes the first bid, the actual dealer taking no part whatever in either bidding or play; simply placing his cards opposite the declarer, between his two adversaries. This form of game requires four separate scores.

The dealer shares the fortunes of the declarer, win or lose. Suppose the contract is five spades and the highest bidder makes it, with four honors, both he and the dealer take 185 points. If the contract failed by two tricks, not doubled, both their opponents would score 60 points; the difference between 100 penalty and 40 honors.

At the end of the play, the scores are added up and balanced, just as described in Stop-Gap, except that there are three accountings for each player, A winning from or losing to B, C and D respectively.

#### WIDOW AUCTION.

A still further improvement on both Stop-Gap and Dummy Up gives the highest bidder a chance to improve his hand before naming the trump by dealing four cards for a widow.

There are two ways to deal: Lay off 4 cards in the center of the table and then give 12 to each player and dummy; or, deal 13 to each and then take 4 from dummy's hand at random, for the widow. In either case the four for the widow are left face down, and the remainder of dummy's hand turned face up and sorted into suits.

The bidding is entirely by figures, as in skat. The lowest bid is 6 and the highest 70, which must be to make a grand slam at no-trump. The dealer bids first, and each player in turn to the left must bid higher or pass, but the bids need not be any multiple of the trump the player has in view. He might bid 27

and be willing to play for 3 no-trumps or spades; 4 diamonds or hearts, or 5 clubs, any of which would cover his bid and would be his contract, which he names only after seeing the widow.

The highest bidder lays down his own hand and takes up the four cards in the widow. If dummy has only nine cards, these four all go to the dummy. If each player has 12 cards, the highest bidder selects one of the four in the widow, to complete his hand. Each adversary then draws a card and the last one goes to the dummy. The trump or no trump is then named, and the play proceeds as usual, with the dummy opposite the declarer. If the declarer fails to make good his bid, he is penalized the usual 50 points, 100 if doubled, for each trick he falls short of the number required to make good.

#### MAYONNAISE AND GOULASH.

These are two varieties of Dummy Up in which it is insisted that the highest bid shall be enough to reach game, or the hand is not played. The cards are not thrown up as usual, but each player sorts his cards into suits and lays his 13 cards on the table face down in front of him. The dealer then takes the hand opposite him and places it on the top of the hand to his left. Then the hand to his right on the top of those, and finally his own hand on the top of all.

The cards are then cut, and dealt 5 5 3 at a time from left to right. The players then bid as usual, but, no matter what the final bid the hand must be played. This method usually results in some big hands, owing to the grouping of the suits.

Another variation, known as Goulash, is to deal the sorted hands 5 5 3 at a time without having them cut. This enables each player to tell what cards he is giving his partner and what he is getting from each of the others, by sorting his hand accordingly. The dealer knows, for example, that the first 5 of his cards will fall to the player on his left, the next 5 to his own partner, and the remaining 3 to his right hand adversary. This game requires a very good memory, and the cards received should be picked up in the exact order in which they were dealt. Index cards can be obtained that show each player how to sort the hand, and which player gave him the cards he gets.

#### BLIND AUCTION.

This is a form of auction for two players, without a dummy. Thirteen cards are dealt to each player, one at a time. The dealer can pass or declare, and his opponent can overcall, double or pass. The final bid settled, the non-dealer leads, thirteen tricks are played, the result in tricks, honors, penalties, etc., being scored, just as at auction.

The remaining twenty-six cards are then taken up and dealt by the same dealer, who makes the first declaration, to be overcalled, doubled, or passed by his opponent. It is obvious that

the bidding and play of this half of the pack depends on the memory of what cards were played in the first half. The result is scored as at auction, adding 125 for a game, or playing rubbers.

#### DRAW AUCTION.

This is another form of auction for two players without a dummy. Thirteen cards are dealt to each player, one at a time, the remainder of the pack being left on the table, slightly spread. There is no bidding, the first thirteen tricks being played at no-trump, but each player draws a card from the stock after each trick, the winner drawing first, so as to keep the hand up to thirteen cards. After the thirteenth trick, all those cards are pushed aside, and the dealer has the first bid on the thirteen he now holds, his opponent being at liberty to overcall, double or pass. There is no score on the first thirteen tricks, those being designed to give the players a line on what each holds in the last thirteen, which are scored just as at auction.

#### TWO HAND OR CHINESE AUCTION.

The higher cut deals, giving his adversary four cards and then four to himself, all face down. These are laid aside for the playing hands. The dealer then gives 11 cards, 1 at a time, to his adversary and himself alternately. These are arranged by each player on the table in two rows, all face down. Then 11 more cards are dealt to each. These are taken up and sorted into suits, and are laid face up on the 11 cards that are on the table face down.

Each player then takes up his four playing cards and compares them with what he sees on the table as his dummy and his opponent's. The dealer makes the first bid, or passes, and his adversary can overcall, double, or pass, the bidding proceeding just as at auction, although one bid usually ends it.

The highest bidder is the declarer and his adversary leads any card he pleases, either from his playing hand or from the 11 that are face up on the table. The declarer then plays a card. His adversary plays another card, and the declarer a 4th, completing the trick with 4 cards in it. The trick is then turned down, and any cards that have been uncovered are turned face up before the next trick is played.

The scoring is as at auction, two games winning the rubber.

# Auction Bridge Tournaments

There are three principal methods of conducting games for large numbers of players; Pivot, Progressive and Duplicate, each having rules and ways of scoring peculiar to itself. Pivot is simply an amplification of the single table game, the four players remaining at the same table all the time. In the Progressive and Duplicate games, the players move.

## RULES FOR PIVOT.

Cut for the privilege of being pivot and taking the first deal. High wins. The next highest card is the pivot's first partner.

Play rubbers, just as in ordinary Auction; but remember that if the first two games are won by the same partners, a third is not played. The winners of two games add 250 points.

At the end of the first rubber, the pivot sitting still, the player on her right becomes the pivot's partner for the second rubber. For the third rubber, the player on the pivot's left becomes her partner.

Each player at the table puts down the total number of points *won* on the rubber, without deducting the points lost. This should be O. K.'d by an adversary. At the end of the third rubber, add up the total points won on the three rubbers, with your name and address distinctly written at the top, and have it ready for the assistants that collect the slips. The results will be announced by the umpire.

Play may be continued; but only the first three rubbers played at the table will count for prizes.

Play is usually called at the expiration of two hours, and all who have not finished three rubbers by that time must turn in their score as it stands, adding nothing for unfinished games, or for parts of an unfinished rubber.

There should be duplicate prizes for every table in the room, otherwise the highest individual score at each table must be taken, and the highest of these, in their order, awarded the prizes as far as they go.

This method is open to the serious objection, that in all large games, especially those open to the public, for charity, there are to be found unscrupulous persons who make up their own table and force the scores up to ridiculous figures by repeated and reckless doubling and penalties, so that at least one of the four shall get a prize. They excuse this by saying, "Everybody does it."

In order that every player might have an equal chance where the number of tables engaged is largely in excess of the prizes and the prizes themselves are of exceptional value, the following plan has been adopted by R. F. Foster in all the large games that come under his management. It was first tried at the Ritz-Carlton, in New York, when 712 women subscribed to a charity

bridge for the Women's League for Animals, March 28, 1916, the prizes being automobiles, chow dogs, boxes at the opera, etc.

An analysis of a large number of scores shows that a perfectly honest score for three rubbers, when the lower score is not deducted from the higher, will range somewhere between 1,400 and 2,100 points. From these we select 100 numbers, according to the following schedule, which represents the proportionate probability of the various scores:

Every 4th number between 1,400 and 1,500	=25
Every 4th number between 1,500 and 1,600	=25
Every 5th number between 1,600 and 1,700	=20
Every 10th number between 1,700 and 1,800	=10
Every 10th number between 1,800 and 1,900	=10
Every 20th number between 1,900 and 2,000	= 5
Every 20th number between 2,000 and 2,100	= 5

Total selected numbers.....100

The manager may start the numbers at any point. If he begins with 1,404, going to 1,408, 1,412, etc., he will end that series of 25 at 1,498 and start the next with 1,502, ending at 1,596. It is advisable to have them at regular intervals after the starting point has been fixed upon.

These 100 numbers are placed in a sealed envelope, each on a slip of paper or a small card. After all the player's scores have been turned in to the committee at the end of the game and sorted out into numerical order, each group in a certain 100 by itself, all the 1500's in one pile, for instance, one number is publicly drawn from the envelope containing the 100 selected scores, and the player whose score most closely approaches that number wins the first prize, the next nearest number, above or below, taking second prize, and so on.

In the game referred to at the Ritz-Carlton, the number drawn was 1,442, and the winning scores in their order were: 1,443, 1,438, 1,447, 1,448, 1,435 and 1,434. In case of ties, the equal scores made by the players are turned face down, shuffled, and one is drawn by the committee, the lady to whom it belongs being the winner of the tie.

As no one can have the faintest idea of what number will be drawn, except that the chances are in favor of the average scores, and that no one can expect to win a prize who cannot get at least 1,400 points on three rubbers, this scheme is as fair for one as for another, and its use has practically eliminated the undesirable element in the large semi-public games at which a few valuable prizes are offered.

#### RULES FOR PROGRESSIVE.

In this arrangement, the tables should be placed in a line so that the players may move easily from one to the next. Be-

ginning at Table 1, the candidates for play fill up the tables in order, and may sit in any position or with any partner at the start, as they will separate for the next round.

Four deals shall be played at each table, after which the winners progress. Cut for the first deal in each round.

For each and every game of 30 points or more that may be won during the four deals, add 125 points bonus in honors; but add nothing extra for winning a rubber. Unfinished games get no bonus. It is not necessary to win a game in a single deal to get the 125.

At the end of four deals, the losers divide as partners, and the winners progress, each taking a different partner at the next table.

Write your name and address legibly at the top of the individual score slips, and at the end of each four deals put down the total number of points won by you on those four deals.

At the finish, add up your score card and have the addition checked and O. K.'d by an adversary. These score cards will be collected by the assistants and the results announced by the umpire.

Six rounds, or 24 deals, is the usual limit for games of this character, and takes about two hours to play.

It has become the fashion, established beyond remedy, unfortunately, for the players to keep all they make, instead of deducting the lower score from the higher at the end of every four deals. When the players remain at the same table, as in Pivot, this makes no difference, but when they move to other tables it is most unfair, but as the result is all luck in the cards held anyway, it does not matter much.

#### RULES FOR DUPLICATE.

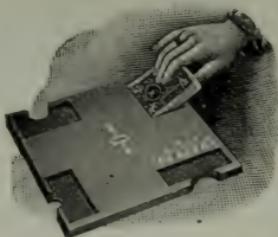
There are endless ways of arranging the players for Duplicate contests, depending on the number engaged, whether the prizes are for pairs, individuals, or for teams, and how long the tournament is to last—for one evening or for the season.

The apparatus required for Duplicate comprises a set of at least 36 Paine's Trays, a pack of cards for each tray, and white score slips for the N and S pairs, colored slips for the E and W pairs, together with the usual score pads for keeping the results of each deal in tricks, honors and penalties. All these may be had from any firm that handles our goods.

The number of tables should always be odd for Compass Auction, in which all the E and W pairs play against all those sitting N and S. Seven is a good number, and if possible, there should always be four deals at each table—anything over 30 deals being too much for one evening's play.

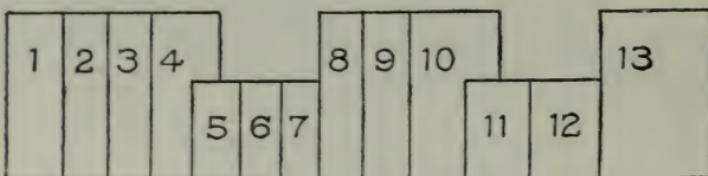
The number of tables and the number of deals to be played at each having been decided by the committee, the trays to carry the cards are placed on the tables in numerical order, those on Table No. 4, for instance, would be trays 13, 14, 15 and 16. The cards are all shuffled at the same time, one pack by each player, and placed in the trays before play begins.

When the signal is given to begin, the trays are placed on the table in numerical order, with the arrow pointing always to the north.



The player who finds the pocket in the tray opposite him marked "dealer," sorts his cards and makes the first bid, just as if he had actually dealt the cards. The bidding then proceeds just as in the ordinary rubber.

When it comes to the play, instead of gathering the cards into tricks, each player keeps his card in front of him and when the trick is complete, turns it face down, the long end of the card pointing to the partners, that won the trick. When the last card is played, the position of the cards will show how many tricks have been won by each side.



If these were the cards in front of the declarer, they would show that he won the first 4 tricks, lost the next 3, won 3, lost 2 and won the last. This gives him two by cards. If there is any dispute as to the correctness of the score, such as to who won the fourth trick, each player turns up his fourth card.

The scores are recorded on the pad just as in the ordinary game, except that there are no rubbers. When one side wins 30 or more points in tricks on a single deal, 125 points are added for a game won. Nothing is added for a partial score, as every deal is a complete game in itself, the score always starting from zero.

At the end of the number of trays allotted to each table, the score is made up by deducting the lower from the higher, and the difference is entered on the white or colored score slips as a minus or a plus. If N and S made 420 and E and W made 310 on the round, N and S will put themselves down as 110 plus on deals 13 to 16, let us say, while the E and W pair put down 110 minus on the same deals, making a note of the number of the pair against whom they played them.

The scores recorded and O. K.'d by the adversaries, the cards having been replaced in the pockets of the trays, all four trays are passed to the next table, the N and S pair sitting still, while the E and W pair come to them from the table to which the trays have just been passed. It is usual for the E and W pairs to move toward the bottom table, while the trays go toward Table 1, so that they all come to that table in their regular numerical order.

When all the deals have been played, each E and W pair will have played once against every N and S pair. The white and colored score slips are then added up to strike a balance. If we suppose one N and S pair have won a total of 820 points on four of the rounds and lost 360 on the three others, their net score will be 460 plus. This is handed in to the official scorer, who enters it on the blackboard opposite their names.

All the N and S scores being on one side of the blackboard and all the E and W on the other, they are added up and divided by the number of tables engaged to get an average. Suppose the total of the N and S scores is 1,638 plus, divided by 7, giving an average of 234. Then the pair that had 460 net would be 226 above average. A pair making only 183 net would be 51 minus.

These averages either determine the prizes for the night, or are recorded until the end of the season, the player with the highest average being the champion.

### SOCIAL GAMES.

In private parties Duplicate is unsuitable, and the ordinary progressive game has not room enough to work out properly. When there are only 8, 12 or 16 guests, it is sometimes very desirable that each should meet as many of the others as possible, if only for a few hands.

When there are two tables only, one player may be selected as the pivot, to sit still all the time. The others move after every four deals, according to the following schedule:

	5		4			
8*	A	1	2	B	6	
	7			3		

No. 8 is the pivot; No. 1 takes the place vacated by No. 2, while No. 2 goes to No. 3, and so on, No. 7 going to No. 1. After the first movement, each player knows who to follow in each succeeding change. At the end of 7 rounds, or 28 deals, every guest will have had every other once for a partner and twice for an opponent.

This results in an individual score for prizes, as the partners separate at the end of four deals, so the player with the highest total at the end is the winner.

The same arrangement may be carried out for 12 players, but there will not be time for more than two or three deals at a table before changing as 11 rounds are necessary to complete

the meetings and partnerships. Of course it may be cut short, stopping after seven or eight rounds.

9	6	7
12* A	1	3 B 4 5 C 11
2	8	10

In this, No. 12 is the pivot, 11 going to 1, etc.

Here is the scheme for 16 players, but there will be time for only two deals in each round, or 30 in all.

9	14	10	3
16* A	1	4 B 11 12 C 6	2 D 15
5	13	7	8

In this, No. 16 is the pivot, No. 15 going to 1, and 1 to 2, etc. On account of the number of players engaged it is more difficult to follow your leader in seeking your new position, and it is usual to place indicator cards on the tables with the numbers so that players may go to the next greater number. The letter of the table at which that number is to be found should be added.

#### SOCIAL DUPLICATE.

A very interesting method of playing Duplicate in connection with the ordinary rubber, when there are eight persons available, is the invention of E. T. Baker, of the Knickerbocker Whist Club. The only apparatus required is two tables, preferably in adjoining rooms, so that the bidding at one table may not be overheard at the other, two packs of cards and four score pads, two of each color, if possible.

The eight players divide into two teams, one pair sitting N and S in one room, their partners E and W in the other. A hand is dealt in each room (the dealer being always north for the first hand), bid and played, and the result recorded on one of the score pads, marked Team A, Table 1. This score pad is laid aside so that those coming in to overplay the hand shall not know what was done with it. Team B, Table 2 is in the other room.

Instead of gathering the cards into tricks, they are laid on the table in front of each player, just as at Duplicate, which will be found described elsewhere, but no tray is necessary in this game, as the players move instead of the cards.

The play finished in each room, the four in one room change places with the four in the other room, each retaining his or her place with regard to the points of the compass so that those who were N and S in room 1 will still be N and S in room 2, when they move. This will bring the A team to play the cards first held by the B team. The dealer's position is sometimes marked with a paper weight, but it passes from N to E and so on round.

The cards found on the table are picked up by the players sitting opposite them, bid, played and gathered into tricks just

as in the ordinary game, as this is overplay. The result is then entered on the score pad that was laid aside by those who first played the hand, this pad being divided down the middle vertically. Any loss or gain may be seen at once. This score pad is left on the table.

A new hand is dealt, with the four players remaining as they were, east dealing. The result is recorded on another score pad, preferably of a different color from the one on the table, and this new score pad is laid aside where it can not be seen. The first score pad is left on the table so that those who come into the room to overplay the hand may see the state of the score on the rubber, as they will be the same four that played the first hand in that room, which is scored on that pad.

At the end of four deals, which makes eight hands to play, the partners are changed, but the captain of the team always sits north. At the end of three changes the game is over. Rubbers are played for and scored, just as in the ordinary game, adding 250 for winning two games and starting a new rubber. There being always two separate score sheets in each room, it will be found that two separate matches are constantly in simultaneous progress.

At the end of the evening, the total number of points won and lost in each match can be found by adding up the results of the various rubbers and settled for at so much a point. It frequently happens that one team will lose in one room and gain in the other, and the result, between fairly well-matched players, is usually very close. If a rubber is not quite finished when the play ends at the 24th hand, 125 points is added for a game won toward that rubber.

**Married Couples.**—Safford has an ingenious schedule for eight married couples, so arranged in two sets that no husband and wife are ever in the same set at the same time. When seven sets have been played, every lady will have overplayed four hands against every other lady and gentleman, including four held by her husband. The same will be true of every man. Indicators are placed on the tables to show players their successive positions. The numbers represent the husbands, and the letters the wives, the couples being a-1, b-2, etc. The couple a-1 always sit still; the ladies go to the next higher letter of the alphabet, and the men to the next higher number, h going to b, as a sits still; and 8 to 2.

N		N		N		N	
W	6	W	3	W	f	W	c
a	1	d	2	1	3	4	4
g	2	3	b	6	b	5	h
S		S		S		S	
E		E		E		E	

One hand is dealt at each table, and overplayed at each of the others. A different point of the compass should deal at each table, in order to equalize the lead.

**Scoring.**—The score of each four hands should be added up by each individual player, and the results tabulated at the end of every four hands, in the manner described for eight individuals. This is the only known system for deciding whether or not a man can play better than his wife.

## LAWS OF DUPLICATE AUCTION BRIDGE.

Revised to October, 1926.

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The Laws of Auction Bridge shall govern the bidding and play of Duplicate Auction, except as modified by the following Special Laws:

**Order of Progression of Players and Boards.**—1. The tables and boards must be consecutively numbered. The arrow on the board in play must point north before a card is removed therefrom. The boards must be played in regular order at each table beginning with the lowest numbered board.

2. Upon the completion of play of a set of boards, the North and South players retain their seats, the East and West pair move to the next larger numbered table, as 3 to 4, and the boards pass to the next smaller numbered table, as 4 to 3.

3. Where there is an odd number of tables, the East and West pair progress in regular order. Where there is an even number of tables, they must skip a table after having played one-half the total number of boards. The boards, however, always pass in regular order.

It should be noted that where a pair skip a table they play twice against the same pair. This may be avoided by what is termed the "Relay System," a system not recommended unless thoroughly understood.

**Where Player Holds More or Less Than Thirteen Cards.**—4. Players should count their cards carefully upon withdrawing them from a board and before replacing them.

If at any time player should find hand to contain either more or less than thirteen cards, the course that shall be pursued is as follows:

a. If discovered at table where originally dealt, either before or during the bidding or play, the cards must be redealt.

b. If discovered at a table other than where originally dealt, and before a player who holds more or less than thirteen cards has made a bid, the board must be sent back to the preceding table and there rectified under the direction of some member of the Card Committee, and then placed in play.

c. If discovered at a table other than where originally dealt, and during either the bidding or play, the board, after having been rectified as provided for above, shall be passed to next table and the pair bidding or playing when holding an incorrect number of cards shall take the lowest, and their

opponents the highest score for that deal; if both pairs are at fault they shall take the average score for deal.

d. The pair or pairs who pass to next table hand or hands containing an incorrect number of cards, shall be penalized 50 points.

**Where Two Hands Have Been Shifted in a Board.**—5. [Where it is discovered within the time limit of forty-eight hours (See Law 12), that two hands have been shifted in a board, either as between partners or as between a North and South and an East and West player, the course that shall be pursued is as follows:

a. If played as originally dealt at half or more than half of the total number of tables, the players who play the boards not as originally dealt, shall take the average on such board or boards, the average to be determined by the scores made where hand was played as originally dealt.

b. If played as originally dealt at less than half of the total number of tables, then players who play the boards as originally dealt shall take the average on such board or boards as played after cards have been shifted therein.

**Manner in Which Cards Played Should be Placed on Table.**—

6. A player, when it is his turn to lead or to follow to a trick, should place his card in front of him face upward on table and allow card so placed to remain face upward until all four players have followed to the trick. Upon completion of trick, the card should then be turned face downward on table and allowed to remain so placed until the result of board is recorded; the cards of winning pair should point toward partners and of losing pair toward adversaries.

**The Revoke.**—7. A revoke may be claimed at any time before the commencement of bidding on the following board. If the revoke occurs in the play of the final board, claim for such revoke must be made before the result of final board is recorded.

The penalty for any and each revoke is 50 points only. If, however, by reason of a revoke or revokes, the non-revoking side is caused to suffer any loss in excess of the foregoing penalty, protest should be made to the Card Committee who will make the proper adjustment.

**The Scoring.**—8. Each deal shall be complete in itself. The pair winning a game on one deal shall add one hundred and twenty-five (125) points to their honor score.

9. At the completion of each round of boards, player should check score of opponents, and if correct, initial same. Scores so initialed cannot be changed without the consent of both pairs.

10. Opponents of Declarer shall not score more than 350 points and honors held, and Declarer more than 500 points and honors held on any one board.

If a greater number of points is won or lost on any one board the losers shall score the full amount of loss in their "minus";

column and the winners the restricted amount in their "plus" column and the difference between the restricted and the total amount in their "excess" column.

11. At the completion of contest each pair shall total their "plus" and "minus" columns and record the net difference, "plus" or "minus." The pair scoring the largest "net plus" each way of the table, or if the scores one way of the table are all "minus" then the least "net minus," are the winners of the contest.

In order to strike a final balance between the North and South and East and West scores, the points scored, if any, in the "Excess" column on all score cards should be totaled and added to the "plus" side.

To determine the winner of a series of contests, the "net plus" and "net minus" scores of the North and South players should be totaled and the difference divided by the number of tables in play. The result obtained is the "average net plus" or "average net minus" of that way of the table. The "average net plus" or "average net minus" of the other way of the table (East and West) should be similarly obtained.

A record of each contest and of each individual contestant should be kept and each contestant credited ("plus") the number of points scored in excess of the "average plus" or less than the "average minus," or debited (minus) the number of points scored less than the "average plus," or more than the "average minus." The contestant scoring the highest aggregate "average net plus" is the winner of the series.

Protests.—12. Any dispute arising hereunder shall be referred to the Card Committee and its decisions shall be final. Protests to receive consideration by the Card Committee, must be filed within forty-eight hours following contest.

## Whist

There are two forms of whist, single table, in which four players alone are engaged, and duplicate, in which a number of tables overplay the same hands. As the single-table game is the foundation of duplicate, it will be described first.

**The Pack.**—Fifty-two cards, which rank from the A K Q down to the deuce in play; but in cutting, the ace is low. Two packs are sometimes used, the still pack being shuffled by the dealer's partner. The back should be of different colors.

**Number of Players.**—Four are active, but six may form a table, those who shall play the first rubber being decided by cutting.

**Cutting.**—The pack is spread face downward on the table and each candidate for play draws a card. If there are more than four candidates, the four lowest play the first game, and then cut to decide the outgoers, the highest giving way to the players who are waiting. The table made up, the four active players cut again for partners, the two lowest pairing against the two highest, and the lowest choosing his seat and dealing the first hand. Ties cut again, but the second cut decides nothing but the tie.

**Shuffling.**—Any player may shuffle the cards, the dealer last. When two packs are in play it is not usual to shuffle the still pack, after it has been shuffled by the partner of the previous dealer. The pack is presented to the player on the right to be cut, and at least four cards must be left in each packet, the upper portion of the cut being always placed nearer the dealer, who reunites the parts himself.

**Dealing.**—The cards are dealt one at a time to each player in turn to the left until the entire pack has been distributed. The last card is turned up for the trump, but is part of the dealer's hand. The deal passes to the left. All irregularities will be found dealt with in the laws.

**The Trump Card.**—This must be left face upward on the table until it is the dealer's turn to play to the first trick. Then he must take it into his hand, and it may not thereafter be named, although any player may be informed as to the suit.

**The Play.**—The player to the left of the dealer leads for the first trick, any card he pleases, and each player in turn to the left must follow suit if he can. Having none of the suit, he may discard or trump at pleasure. The highest card played wins the trick, trumps winning all other suits, and the winner of one trick leads for the next.

**Objects of the Game.**—To win the greater number of tricks. The first six taken by the same partners count nothing. They are called the "book." All over six count one point toward game, and the partners who first reach seven points are the winners.

**Scoring.**—The points made upon each hand are usually scored on a whist marker, made for the purpose, or they may be kept count of by chips, or entered on a score pad; but it is essential that every player should be able to see the state of the score, and also how many tricks each side has taken in during the play.

**Revokes.**—The penalty for a revoke is to surrender two tricks to the side not in error, for each revoke made. The revoking players can not win the game on that deal, but must stop at 6 up, no matter what they actually make.

**Rubbers and Honors.**—In the English form of the game, honors are counted, and rubbers are played. Partners holding all four honors, A K Q J, score 4 points toward game. Holding three of the four, 2 points. Game is 5 up, but if the score is 4 up at the beginning of the deal, the odd trick must be made to win the game, as honors alone will not do at 4 up. Games vary in value. If the losers have no score, the game is worth 3. If they have 1 or 2 up, it is worth 2. If they have 3 or 4 up, it is worth 1. The side that first wins two games adds 2 points for the rubber, so that the smallest rubber possible is worth 1, the largest 8, called a "bumper."

**The Play.**—Skill in whist is a matter of close observation and a good memory for small cards. The opening lead is usually from the longest suit if there are trumps enough to support it, or good side cards; otherwise modern players lead from the short suits and try to get in their trumps separately from their partner's.

**The Leads.**—There are five conventional leads. The king shows that ace, or queen, or both, are in the leader's hand. The ace denies the king, and is led from suits of 5 or more, and also from A Q J. The queen denies both ace and king, and is led from Q J 10, or Q J and others. The jack is led from J 10, with or without others. The ten is led from K J 10. Any smaller card is either the fourth-best or the "top of nothing." Trumps are led only when there is some object in leading them, such as great length, or a good plain suit to defend. The trump signal is to play a higher card and then a lower, when making no attempt to win the trick. The six and deuce played on the lead of king and ace would be a call for the partner to lead trumps at the first opportunity.

**Second and Third Hand.**—The second hand plays high cards on small cards led through him only when he holds a combination from which he would have led a high card. Holding A K for instance, he would have led a high card, so he plays one of his high cards second hand. The third hand wins tricks as cheaply as possible. Holding both K and Q, for instance, he plays the Q on a small card led by his partner. He should finesse the Q when holding A Q and others; finesse the J holding A J and others. Always return the higher of only two cards remaining of the partner's suit, and the lowest of four or more. Discard from the weakest suit unless the trump strength is declared against you. Then discard the best protected suit.

# The Laws of Whist

As Revised and Adopted by the Third American Whist Congress, held at Chicago, June, 1893.

(See page 54 for the *Laws of Duplicate Whist.*)

1. **The Game.**—A game consists of 7 points, each trick above six counting 1. The value of the game is determined by deducting the losers' score from seven.

2. **Forming the Table.**—Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six; the four having the preference play. Partners are determined by cutting—the highest two play against the lowest two; the lowest deals, and has the choice of seats and cards.

3. If two players cut intermediate cards of equal value, they cut again; the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value, they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card, he deals, and the highest two of the new cut are partners.

5. At the end of a game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

7. **Cutting.**—In cutting, the ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again. Drawing from the outspread pack may be resorted to in place of cutting.

8. **Shuffling.**—Before every deal, the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal, and place them at his right hand. In all cases the dealer may shuffle last.

9. The pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

10. **Cutting to the Dealer.**—The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it toward the dealer. At least four cards must be left in each packet, the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If in cutting or reuniting the separate packets a card is exposed, the pack must be reshuffled by the dealer and cut again. If there is any confusion of the cards, or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer reshuffles the pack after it has been properly cut, he loses his deal.

13. **Dealing.**—When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time, to each player in regular rotation at his left. The last which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer:

I. If any card except the last is faced in the pack.

II. If, during the deal or during the play of the hand, the pack is proved incorrect or imperfect, but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

16. Any one dealing out of turn, or with his adversaries' pack, may be stopped before the trump card is turned; after which the deal is valid, and the packs, if changed, so remains.

17. **Misdealing.**—It is a misdeal:

I. If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downward upon his own or any other player's cards.

A misdeal loses the deal unless during the deal either of the adversaries touches a card, or in any other manner interrupts the dealer.

18. **The Trump Card.**—The dealer must leave the trump card face upward on the table until it is his turn to play to the first trick; if it is left on the table until after the second trick has been turned and quitted, it is liable to be called. After it has been lawfully taken up it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is.

19. **Irregularities in the Hands.**—If, at any time, after all have played to the first trick (the pack being perfect), a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult and shall have the choice:

- I. To have a new deal; or,
- II. To have the hand played out; in which case the surplus or missing cards are not taken into account.

If either of the adversaries also has more or less than his correct number, there must be a new deal.

If any player has a surplus card by reason of an omission to play to a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which the omission occurred.

20. **Cards Liable to be Called.**—The following cards are liable to be called by either adversary:

- I. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.
- II. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.
- III. Every card so held by a player that his partner sees any portion of its face.
- IV. All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.
- V. Every card named by the player holding it.

21. All cards liable to be called must be placed and left face upward on the table. A player must lead or play them when they are called, providing he can do so without revoking. The call may be repeated at each trick until the card is played. A player can not be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

22. If a player leads a card better than any of his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called; it makes no difference whether he plays them one after the other or

throws them all on the table together. After the first card is played the others are liable to be called.

23. A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.

24. *Leading Out of Turn.*—If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can rightfully be called.

If a player so called on to lead a suit has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called, and must be taken back.

25. *Playing Out of Turn.*—If the third hand plays before the second, the fourth hand may also play before the second.

26. If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led; or, if he has none, to trump or not to trump the trick.

27. *Abandoned Hands.*—If all four players throw their cards on the table, face upward, no further play of that hand is permitted. The result of the hand, as then claimed or admitted, is established; provided, that if a revoke is discovered, the revoke penalty attaches.

28. *Revoking.*—A revoke is a renounce in error not corrected in time. A player renounces in error when, holding one or more of the cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called. Any player or players who have played after him may withdraw their cards and substitute others; the cards so withdrawn are not liable to be called.

30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries. It can be enforced for as many revokes as occur during the hand. The revoking side cannot win the game in that hand. If both sides revoke, neither can win the game in that hand.

31. The revoking player and his partner may require the hand in which the revoke has been made to be played out, and score all points made by them up to score of six.

32. At the end of a hand, the claimants of a revoke may search all the tricks. If the tricks have been mixed, the claim may be urged and proved, if possible; but no proof is necessary and the revoke is established if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

34. **Miscellaneous.**—Any one, during the play of a trick, and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

35. If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led; or, if he has none, to trump or not to trump the trick.

36. If any player says, "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's cards must be laid upon the table, and are liable to be called.

37. When a trick has been turned and quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

38. If a player is lawfully called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

39. In all cases where a penalty has been incurred, the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty, or a wrong penalty is demanded none can be enforced.

# The Etiquette of Whist and Duplicate Whist

As Adopted by the Third American Whist Congress, June, 1893,  
and Amended at the Twelfth Congress, June, 1902,  
and the Twentieth Congress, July, 1910.

The following rules belong to the established code of Whist etiquette. They are formulated with a view to discourage and repress certain improprieties of conduct therein pointed out, which are not reached by the laws. The courtesy which marks the intercourse of gentlemen will regulate other more obvious cases:

- I. No conversation should be indulged in during the play, except such as is allowed by the laws of the game.
- II. No player should, in any manner whatsoever, give any intimation as to the state of his hand or of the game, or of approval or disapproval of a play.
- III. No player should lead until the preceding trick is turned and quitted.
- IV. No player should, after having led a winning card, draw a card from his hand for another lead until his partner has played to the current trick.
- V. No player should play a card in any manner so as to call particular attention to it, nor should he demand that the cards be placed in order to attract the attention of his partner.
- VI. No player should purposely incur a penalty because he is willing to pay for it, nor should he make a second revoke in order to conceal one previously made.
- VII. No player should take advantage of information imparted by his partner through a breach of etiquette.
- VIII. No player should object to referring a disputed question of fact to a bystander who professes himself uninterested in the result of the game and able to decide the question.
- IX. By-standers should not in any manner call attention to or give any intimation concerning the play or the state of the game during the play of a hand. They should not look over the hand of a player without his permission, nor should they walk around the table to look at the different hands.

X. The penalties imposed by the Laws of Whist and of Duplicate Whist are carefully devised for the purpose of equalizing the possible result of infractions of the rules of play. Offenders should take no exception to their strict enforcement, and players entitled to them should not waive them as a matter of courtesy.

XI. No specific penalties are provided for infractions of the foregoing rules; but it is the duty of every player to see that his adversaries are not unfairly affected by the infraction by himself or his partner of any rule of etiquette or of any law for which a penalty is not provided; and every umpire or committee in charge of any match or of the play in any club has the right, and it is his duty, to see that the rules and laws are complied with, and that no one is injured by the breach of any rule or law for which there is no specific penalty.

#### DUPLICATE WHIST.

In this form of the game several tables are engaged. The cards played are not gathered into tricks, but kept in front of the players to whom they were dealt, and after the tricks are scored these cards are placed in a tray provided for the purpose and passed to the next table for the overplay. The method will be found fully described in pages 37-39.

# The Laws of Duplicate Whist

As Adopted at the Tenth American Whist Congress, 1900, and  
Amended at the Congresses of 1902, 1903, 1904, 1905, 1906,  
1908, 1909, 1910, 1912 and 1914.

**Definitions.**—The words and phrases used in these laws shall be construed in accordance with the following definitions, unless such construction is inconsistent with the context:

(a.) The thirteen cards received by any one player are termed a "hand."

(b.) The four hands into which a pack is distributed for play are termed a "deal;" the same term is also used to designate the act of distributing the cards to the players.

(c.) A "tray" is a device for retaining the hands of a deal and indicating the order of playing them.

(d.) The player who is entitled to the trump card is termed the "dealer," whether the cards have or have not been dealt by him.

(e.) The first play of a deal is termed "the original play"; the second, or any subsequent play of such deal, "the overplay."

(f.) Duplicate Whist is that form of the game of Whist in which each deal is played once only by each player, and in which each deal is so overplayed as to bring the play of teams, pairs or individuals into comparison.

(g.) A player "renounces" when he does not follow suit to the card led; he "renounces in error" when, although holding one or more cards of the suit led, he plays a card of a different suit; if such renounce in error is not lawfully corrected, it constitutes a "revoke."

(h.) A card is "played" whenever, in the course of play, it is placed or dropped face upwards on the table.

(i.) A trick is "turned and quitted" when all four players have turned and quitted their respective cards.

**Law I.—Shuffling.**—SEC. 1. Before the cards are dealt, they must be shuffled in the presence of an adversary or the umpire.

SEC. 2. The pack must not be so shuffled as to expose the face of any card; if a card is so exposed, the pack must be reshuffled.

**Law II.—Cutting for the Trump.**—SEC. 1. The dealer must present the cards to his right-hand adversary to be cut; such adversary must take from the top of the pack at least four cards and place them toward the dealer, leaving at least four cards in the remaining packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other. If, in cutting or reuniting the separate packets, a card is exposed, the pack must be reshuffled and cut again; if there

is any confusion of the cards or doubt as to the place where the pack was separated, there must be a new cut.

**Law III.—Dealing.**—SEC. 1. When the pack has been properly cut and reunited, the cards must be dealt one at a time, face down, from the top of the pack, the first to the player at the left of the dealer, and each successive card to the player at the left of the one to whom the last card has been dealt. The last, which is the trump card, must be turned face up on the tray, if one is used; otherwise, at the right of the dealer.

SEC. 2. There must be a new deal:

- (a.) If any card except the last is faced or exposed in any way in dealing;
- (b.) If the pack is proved incorrect or imperfect;
- (c.) If either more or less than thirteen cards are dealt to any player.
- (d.) If, after the first trick has been turned and quitted on the original play of a deal, one or more cards are found to have been left in the tray.

**Law IV.—The Trump Card.**—SEC. 1. The trump card and the number of the deal must be recorded, before the play begins, on a slip provided for that purpose, and must not be elsewhere recorded. Such slip must be shown to an adversary, then turned face down and placed in the tray, if one is used.

SEC. 2. The dealer must leave the trump card face up until it is his turn to play to the first trick; he must take the trump card into his hand and turn down the trump slip before the second trick is turned and quitted.

SEC. 3. When a deal is taken up for overplay, the dealer must show the trump slip to an adversary, and thereafter the trump slip and trump card shall be treated as in the case of an original deal.

SEC. 4. After the trump card has been lawfully taken into the hand and the trump slip turned face down, the trump card must not be named nor the trump slip examined during the play of the deal; a player may, however, ask what the trump suit is.

SEC. 5. If a player unlawfully looks at the trump slip, his highest or lowest trump may be called; if a player unlawfully names the trump card or unlawfully shows the trump slip to his partner, his partner's highest or lowest trump may be called.

SEC. 6. These penalties can be inflicted by either adversary at any time during the play of the deal in which they are incurred before the player from whom the call can be made has played to the current trick; the call may be repeated at each or any trick until the card is played, but can not be changed.

SEC. 7. When a deal has been played, the cards of the respective players, including the trump card, must be placed in the tray face down and the trump slip placed face up on top of the dealer's cards.

SEC. 8. If, on the overplay of a deal, the dealer turns a trump card other than the one recorded on the trump slip, and such error is discovered and corrected before the play of the deal is commenced, the card turned in error is liable to be called.

SEC. 9. If such error is not corrected until after the overplay has begun, and more than two tables are engaged in play, the players at the table shall take the average score for the deal; if less than three tables are in play, there must be a new deal.

SEC. 10. Should a player record on the trump slip a different trump from the one turned in dealing and the error be discovered at the next table, there must be a new deal. If the deal has been played at one or more tables with the wrong trump, the recorded trump must be taken as correct and the players at the original table take the average score for the deal; if less than three tables are in play, there must be a new deal.

SEC. 11. By the unanimous consent of the players in any match, a trump suit may be declared and no trump turned.

**Law V.—Irregularities in the Hand.**—SEC. 1. If, on the overplay, a player is found to have more than his correct number of cards, or the trump card is not in the dealer's hand, or any card except the trump card is so faced as to expose any of the printing on its face, and less than three tables are engaged, there must be a new deal. If more than two tables are in play, the hands must be rectified and then passed to the next table; the table at which the error was discovered must not overplay the deal, but shall take the average score.

SEC. 2. If, after the first trick has been turned and quitted on the overplay of a deal, a player is found to have less than his correct number of cards and the others have their correct number, such player shall be answerable for the missing card or cards and for any revoke or revokes which he has made by reason of it or their absence.

**Law VI.—Playing, Turning and Quitting the Cards.**—SEC. 1. Each player, when it is his turn to play, must place his card face up before him and towards the center of the table and allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face down and nearer to himself, placing each successive card, as he turns it, so that it overlaps the last card played by him and with the ends toward the winners of the trick. After he has played his card and also after he has turned it, he must quit it by removing his hand.

SEC. 2. The cards must be left in the order in which they were played and quitted until the scores for the deal are recorded.

SEC. 3. During the play of a deal, a player must not pick up to turn another player's card.

SEC. 4. Before a trick is turned and quitted, any player may require any of the other players to show the face of the card played to that trick.

SEC. 5. If a player names a card of a trick which has been turned and quitted, or turns or raises any such card so that any portion of its face can be seen by himself or his partner, he is liable to the same penalty as if he had led out of turn.

**Law VII.—Cards Liable to be Called.**—SEC. 1. The following cards are liable to be called:

(a.) Every card so placed upon the table as to expose any of the printing on its face, except such cards as these laws specifically provide, shall not be so liable;

(b.) Every card so held by a player as to expose any of the printing on its face to his partner or to both of his adversaries at the same time;

(c.) Every card, except the trump card, named by the player holding it.

SEC. 2. If a player says, "I can win the rest," "The rest are ours," "It makes no difference how you play," or words to that effect, or if he plays or exposes his remaining cards before his partner has played to the current trick, his partner's cards must be laid face up on the table and are liable to be called.

SEC. 3. All cards liable to be called must be placed face up on the table and so left until played. A player must lead or play them when lawfully called, provided he can do so without revoking; the call may be repeated at each or any trick until the card is played. A player can not, however, be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

SEC. 4. The holder of a card liable to be called can be required to play it only by the adversary on his right. If such adversary plays without calling it, the holder may play to that trick as he pleases. If it is the holder's turn to lead, the card must be called before the preceding trick has been turned and quitted or before the holder has led a different card; otherwise he may lead as he pleases.

**Law VIII.—Leading Out of Turn.**—SEC. 1. If a player leads when it is the turn of an adversary to lead, and the error is discovered before all have played to such lead, a suit may be called from him or from his partner, as the case may be, the first time thereafter it is the right of either of them to lead. The penalty can be enforced only by the adversary on the right of the one from whom a lead can lawfully be called, and the right thereto is lost unless such adversary calls the suit he desires led before the first trick won by the offender or his partner, subsequent to the offense, is turned and quitted.

SEC. 2. If a player leads when it is his partner's turn, and the error is discovered before all have played to such lead, a

suit may at once be called from the proper leader by his right-hand adversary. Until the penalty has been exacted, waived or forfeited, the proper leader must not lead; should he so lead, the card led by him is liable to be called.

SEC. 3. If a player, when called on to lead a suit, has none of it, he may lead as he pleases.

SEC. 4. If all have not played to a lead out of turn when the error is discovered, the card erroneously led and all cards played to such lead are not liable to be called, and must be taken into the hand.

**Law IX.—Playing Out of Turn.**—SEC. 1. If the third hand plays before the second, the fourth hand may also play before the second.

SEC. 2. If the third hand has not played and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led, and if he has none of that suit, to trump or not to trump the trick; the penalty can not be inflicted after the third hand has played to the trick. If the player liable to this penalty plays before it has been inflicted, waived or lost, the card so played is liable to be called.

**Law X.—The Revoke.**—SEC. 1. A renounce in error may be corrected by the player making it, except in the following cases, in which a revoke is established and the penalty therefor incurred:

(a.) When the trick in which it occurs has been turned and quitted:

(b.) When the renouncing player or his partner, whether in his right turn or otherwise, has led or played to the following trick.

SEC. 2. At any time before the trick is turned and quitted, a player may ask an adversary if he has any of a suit to which such adversary has renounced in that trick, and can require the error to be corrected in case such adversary is found to have any of such suit.

SEC. 3. If a player, who has renounced in error, lawfully corrects his mistake, the card improperly played by him is liable to be called, and, if he be the second or third hand player and his left-hand adversary has played to the trick before attention has been called to the renounce, he may be required by such adversary to play his highest or his lowest card to the trick in which he has renounced, and shall not play to that trick until such adversary has inflicted or waived the penalty. Any player who has played to the trick after the renouncing player, may withdraw his card and substitute another; a card so withdrawn is not liable to be called.

SEC. 4. The penalty for a revoke is the transfer of two tricks from the revoking side to their adversaries. If more than one revoke during the play of a deal is made by one side,

the penalty for each revoke, after the first, is the transfer of one trick only. The revoking players cannot score more, nor their adversaries less than the average on the deal in which the revoke occurs; except that in no case shall the infliction of the revoke penalty deprive the revoking players of any tricks won by them before their first revoke occurs.

In Pair Matches, the score shall be recorded as made, independently of the revoke penalty, which shall be separately indicated as plus or minus revoke ("—R" for the revoking side, and "+R" for their adversaries). In such matches, the penalty for a revoke shall not increase the score of the opponents of the revoking players above the maximum, as made at the other tables, on the deal in which the revoke occurs; nor shall the score of the revoking players be thereby reduced below the minimum so made at the other tables, unless the injured side can establish to the satisfaction of the committee in charge that the full penalty should be enforced; provided, however, that if the opponents win more tricks than such maximum, independently of the revoke penalty, the score shall stand as made.

SEC. 5. A revoke cannot be claimed if the claimant or his partner has played to the following deal, or if both have left the table at which the revoke occurred. If the revoke is discovered in season, the penalty must be enforced and can not be waived.

SEC. 6. At the end of the play of a deal, the claimants of a revoke can examine all the cards; if any hand has been shuffled, the claim may be urged and proved, if possible; but no proof is necessary, and the revoke is established if, after it has been claimed, the accused player or his partner disturbs the order of the cards before they have been examined to the satisfaction of the adversaries.

**Law XI.—Miscellaneous.**—SEC. 1. If any one calls attention in any manner to the trick before his partner has played thereto, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, and if he has none of that suit, to trump or not to trump the trick.

SEC. 2. A player has the right to remind his partner that it is his privilege to enforce a penalty and also to inform him of the penalty he can enforce.

SEC. 3. A player has the right to prevent his partner from committing any irregularity, and, for that purpose, may ask his partner whether or not he has a card of a suit to which he has renounced on a trick which has not been turned and quitted.

SEC. 4. If either of the adversaries, whether with or without his partner's consent, demands a penalty to which they are entitled, such decision is final; if the wrong adversary demands a penalty or a wrong penalty is demanded, or either adversary waives a penalty, none can be enforced except in case of a revoke.

SEC. 5. If a player is lawfully called upon to play the highest or lowest of a suit, to trump or not to trump a trick, to lead a suit or to win a trick, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

SEC. 6. If any one leads or plays a card, and then, before his partner has played to the trick, leads one or more other cards, or plays two or more cards together, all of which are better than any of his adversaries hold of the suit, his partner may be called upon by either adversary to win the first or any subsequent trick to which any of said cards are played, and the remaining cards so played are liable to be called.

For the Rules of Etiquette of Duplicate Whist, see page 52.

#### **Single Table, or Mnemonic Duplicate.**

The laws of Duplicate Whist govern where applicable, except as follows:

Each player plays each deal twice, the second time playing a hand previously played by an adversary. Instead of turning the trump, a single suit may be declared trumps for the game. On the overplay, the cards may be gathered into tricks instead of playing them as required by law. (Law VIII, Sec. 1.) In case of the discovery of an irregularity in the hands, there must always be a new deal.

#### **Mnemonic Duplicate for More Than One Table.**

Except a contest played in comparison with a progressive match, the replaying of the cards by the same players—"up and back," as it is sometimes called—is the only possible method of approximating to Duplicate Whist for one table; but where eight or more players participate, this form of the game is extremely undesirable, from the element of memory entering into the replay and destroying the integrity of the game and its value as a test of Whist skill. It has been well described as "a mongrel game—partly Whist and partly Dummy, but lacking in the best features of each."

In the early days of Duplicate Whist, Mnemonic Duplicate was, to some extent, played even when several tables of players were participating. It still survives in a few circles, chiefly where Duplicate Whist has never been tried. It can be played under any of the Duplicate Whist schedules by playing them through twice—the second time with the North and South hands given to the East and West players, and vice versa. As each deal is played twice by each pair, double the time is required to play the same number of deals, as at Duplicate Whist. Allowance must be made for this in fixing the number of deals to be played.

The Snow System of movement, where practicable, is preferable. Where the Howell pair system of movement is used, the scores do not require "equating," as they are equalized on the replay. Under other systems, only the North and South score need be kept, as the comparison can be made quite as readily as by direct comparison of these scores.

### DUMMY WHIST.

**For Three Players.**—The fourth hand (Dummy) is exposed, face up, on the table. Use a full pack of 52 cards. Cut for deal, the lowest dealing and taking Dummy as partner for that rubber. The Dummy is dealt opposite him, just as if a partner were playing with him. In dealing, however, the player must deal as if it were the Dummy's deal—that is, deal the first card to the player at the left of the Dummy, the next to himself, the third to the player at the right of Dummy, and then to the Dummy. In fact, it is considered that the Dummy is dealing—the player to the left of Dummy leading.

At the end of each rubber, Dummy changes partners—thus being the partner of each of the players in turn. Dummy deals the first hand of each rubber—the partner dealing the cards for Dummy, as above. If one player takes Dummy all the time, he concedes a point to his adversaries.

In general, the laws and rules of Whist apply, except that Dummy is not liable for a revoke, as its cards are exposed to adversaries.

Dummy's partner is not liable for an exposed card, or for any remark, such as that trick or game is his, since Dummy being blind and deaf, there is no advantage to be gained by its partner. Should Dummy revoke, it can not be remedied after the trick is quitted, but the game must continue as if no revoke had occurred. If, however, Dummy's partner lead from the wrong hand, the card led may be called.

Seven points are game, but the players may, at their discretion, change this to 5 or 10 points.

### DOUBLE DUMMY.

**For Two Players.**—Each playing with a Dummy, or exposed hand, for a partner. The laws and rules are same as for Dummy Whist, except there is no mideal. The dealer is at a disadvantage. The deal passes to the left, the players dealing for themselves and their Dummy partner in turn. There is no penalty for revoke, exposed cards, etc.

### CHINESE WHIST.

This game is practically the same as Chinese Bridge (see page 34), except that there are four players. Six cards are dealt to each, face down, and then six to each, face up, and then one "playing card" to each, face down. The six cards, face up, are placed on the top of the six that are face down. The playing cards are held in the hands of their owners until the dealer has looked the situation over and declared the trump suit. The play proceeds as in Chinese Bridge, but the scoring is for tricks only. Seven points is game.

**BID WHIST.**

After the thirteen cards are dealt, face down, no trump is turned. Eldest hand bids first, naming the number of tricks he will make if allowed to name the trump. No limit to number of bids. The highest bidder leads first after he has said what the trump is to be.

There are seventeen points to be played for in each deal; thirteen tricks and four honors. Honors count to the players that take them in in tricks; not to the original holders.

**SOLO WHIST.**

**The Pack.**—Four and five-hand, full pack, 52 cards; three-hand, 40 cards, A, K, Q, J, 10, 9, 8, 7, 6 and 5. Joker omitted. (Or sometimes three entire suits are used, fourth being omitted.)

**Number of Players.**—Three, four or five, best four-hand.

**Rank of Cards.**—Four and five-hand, A (high), K, Q, J, 10, etc., to 2 (low). Three-hand, A (high), K, Q, J, 10, etc., to 5 (low). When three suits are used, A (high), K, Q, J, etc., to 2 (low).

**Cutting.**—Cut for deal—low deals.

**Shuffling.**—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—Thirteen cards to each—three at a time, four rounds, then one to each. Last card is turned for trump and belongs to dealer. Five-hand, dealer gives no cards to player on his right. Three-hand, last card is turned for trump and belongs to no one. Deal passes to the left.

**Objects of the Game.**—To take tricks, as follows:

1. Eight tricks (with partner), called "Proposal." (Not used in three-hand game.)
2. Five tricks, alone against others, called "Solo."
3. No tricks, alone against others, no-trump, called "Nullo or Misére."
4. Nine tricks, alone against other, naming trump, called "Abundance."
5. Nine tricks, alone against others, with suit turned as trump, called "Abundance in Trumps."
6. No tricks, alone against others, no-trump, lone player's hand being exposed on table after first trick, called "Open Misére or Spread."
7. Thirteen tricks, alone against others, naming trump, and having first lead, called "Abundance Déclarée or Slam."

**Bidding.**—Each player, beginning with eldest hand, may bid for any of above forms of game, which outrank one another, in order named, or may pass. Player bidding “proposal” says, “I propose.” Any succeeding player in turn may declare to be his partner, saying, “I accept.” No change is made in positions at the table, however. Proposer and acceptor must take 8 tricks, unless some other player bids higher. No player may bid after once passing; except that the eldest hand may accept a proposal even if he has previously passed. Bidding goes round until no one will bid higher. In three-hand game, if all pass, a player is sometimes allowed to bid “six-trick Solo.” He must then take 6 tricks alone against the two others, and over and under tricks (see Scoring) are all over or under 6 tricks.

**The Play.**—Eldest hand leads any card; except on a bid of Slam, when bidder leads. This does not affect next deal, however. Each player must follow suit if possible. Holding no card of a suit led, player may throw off or trump. Highest card played of suit led wins trick, unless trumped, when highest trump card wins. Winner of first trick leads for second, and so on until the hands are played out.

In case of revoke, side revoking can not win that hand, but must pay as if game were lost. They must play out the hand, however, and then transfer three tricks to adversaries, after which over and under tricks are computed and paid for.

**Scoring.**—The use of red and white counters for scoring is probably the most generally used method. Red counters are valued at five or ten times the amount of white counters, games being paid in red, and under and over tricks in white counters.

Each player begins with an equal amount in counters.

In proposal and acceptance, bidder and partner, if successful, win one counter each from each adversary: if unsuccessful, pay one to each.

Bidder playing alone against others wins from or pays to each other player, as he is successful or unsuccessful, as follows:

Solo . . . . .	2 red counters
Misère . . . . .	3 “ “
Abundance . . . . .	4 “ “
Open Misère . . . . .	6 “ “
Abundance Déclarée . . . . .	8 “ “

One white counter is paid for each trick under or over amount bid.

**Game.**—First player losing all his counters loses game; or first player winning an agreed number of counters wins game.

## Poker

There are now about a dozen varieties of this ever popular game more or less in common use: Straight Poker, Draw Poker, Table Stakes, Freeze Out, Double Up, All Jack Pots, Poker with the Joker, Deuces Wild, The Wild Widow, Spit in the Ocean, Stud Poker, Peek Poker, Whisky Poker, and Patience Poker. the last being a form of solitaire.

All these varieties are alike in agreeing on certain principles and on the comparative rank and value of the hands, although they differ as to the manner of getting them, and the process of betting on them. They are all governed by about the same laws with regard to dealing, drawing cards and betting, and their irregularities, so that all these matters can be dealt with in a general way that applies to every variation in the way the game is played.

**The Pack.**—52 cards, with or without the joker according to agreement. For more than 7 players, the 60 card pack, which includes the 11 and 12 spots in each suit. When playing with the stripped pack, take out the 2s and 3s, unless playing Deuces Wild, in which case take out the 3s and 4s.

**Rank of Cards.**—From the A K Q down to the 4 3 2, with the privilege of ranking the ace below the deuce in forming sequences, in which case the A loses its rank and becomes the lowest card. *In the deleted pack, the ace is always high.*

**The Suits**—These have no rank in poker.

**Rank of the Hands.**—Beginning with the best possible, all of 5 cards:

1. **Royal Flush:** The 5 highest cards of the same suit, such as the A K Q J 10 of hearts.
2. **Straight Flush:** 5 cards of the same suit in sequence, such as the J 10 9 8 7 of clubs. This is ranked as "jack high."
3. **Four of a Kind:** Any 4 cards of the same denomination, one of each suit, such as 4 tens. The odd card may be anything.
4. **Full House:** 3 cards of one denomination and 2 of another, such as 3 kings and a pair of 9s. The highest triplet wins, regardless of the pair.
5. **Flush:** Any 5 cards of the same suit, not in sequence, such as K 10 7 6 2 of diamonds. Flushes rank according to the highest card. This would be a "king high" flush.
6. **Straight:** A sequence of five cards in various suits, such as the 10 9 of diamonds, 8 of hearts, 7 and 6 of clubs. Straights outrank one another according to the highest card. This one would be "ten high."

**7. Threes:** Any 3 cards of the same denomination such as three Qs. The two odd cards may be anything else.

**8. Two Pairs:** Any pair of one denomination, with a pair of a different denomination, such as 2 Qs and 2 6s. The higher pair gives the rank of the hand. This one would be "queens up." The odd card may be anything else.

**9. One Pair:** Any two cards of the same denomination, with three other unmatched cards.

**10. High Card:** Any hand that contains none of the foregoing combinations is ranked by the highest card in it. The K J of clubs, 9 of diamonds, 7 and 2 of spades would be "king high."

**Freak Hands.**—In some localities, notably in the South, certain freak hands are played in connection with any form of poker. A blaze is any five picture cards, and beats two pairs but loses to three of a kind. A tiger is 7 high and 2 low, without a pair, sequence or flush. It ranks between a straight and a flush. A Dutch straight or Skip is a sequence of all even or all odd cards, such as 4 6 8 10 Q. It beats two pairs and a blaze. A round the corner straight might be Q K A 2 3. It beats three of a kind but loses to a regular straight.

**Ties.**—In case of ties in straights or flushes of any kind, they divide the pot. If the highest card in flushes is a tie, the cards next below in order decide it. If these are all equal, the players divide the pot. In case two pairs are a tie, the fifth card decides it. In case one pair hands are equal, the rank of the 3 outside cards decides it. In case the high cards are a tie, the rank of the remaining cards decides it.

**The Players.**—Poker is a round game, and any number from 2 to 8 may play, each being for himself, with no partnerships.

**The Seats.**—It is seldom necessary to draw cards for seats, but at the end of every hour's play any player may demand that the cards be thrown round for seats, face up. The one getting the lowest card sits to the left of the dealer, the next lowest to his left, and so on. Ties sit together or cut again for choice. If a newcomer enters the game at any time, a card must be dealt between each of the players already in the game, and the new arrival takes his place where the lowest card falls. If there are two lowest cards, where the first one fell.

**Preliminaries.**—There are three things to be agreed upon before play begins: The amount of the ante; the limit by which any bet may be raised and a time set for ending of game.

**Counters.**—It is usual for some player to be elected banker and to take charge of the chips or counters. These are usually of three colors; white, red and blue, and their respective values must be agreed on. The white chips are usually equal to the lowest amount that can be put into the pool at one time.

**The Deal.**—In all varieties of poker, the cards are thrown round face up, and the player to whom the first jack falls deals the first hand. In all good clubs, two packs are used, having

different backs, or contrasting colors, one being shuffled by the preceding dealer while the other is being dealt. Any player has the right to shuffle the cards, the dealer last.

The cards are then presented to the player on the dealer's right to be cut, and at least 5 cards must be left in each packet. The player is not obliged to cut, however, and no other player can insist on his doing so. The cards are then dealt, 1 at a time, from left to right until each player has 5, the last card coming in its regular order to the dealer. The deal passes to the left in regular order.

**Irregularities in the Deal.**—In all cases of misdeals the same dealer deals again, and with the same pack. If any card is exposed in cutting, or in reuniting the packets, the pack must be shuffled again. It is a misdeal if the pack has not been offered to be cut, or if the two parts are not properly reunited before dealing a card; or if a card is found faced in the pack; or if too many or too few cards are dealt; or if the pack is proved to be imperfect. If a 6th card is inadvertently dealt to the player on dealer's left, it must be taken back at once. For irregularities not detected in the deal, see *Irregularities in Hands*.

If any card is faced in dealing the original hand, it must be taken by the player to whom it falls, if it was not already faced in the pack. If two cards are exposed in the same deal, even to different players, there must be a new deal.

**Irregularities in the Hands.**—Any hand of more or less than 5 cards, any part of which has been lifted or looked at is foul, and the player forfeits all he may have put into the current pool unless it is a jackpot and is not opened on that deal.

If any player announces, before looking at the face of any of his cards that he has less than 5, the others having their right number, the dealer must complete the hand with a card from the top of the pack the moment his attention is called to the shortage.

If any player has more than 5 cards and has not looked at any of them, the others having their right number, he may demand a new deal, or ask the dealer to draw a card face down, provided no player has made a bet. The card so withdrawn shall be placed on the bottom of the pack. If more than one player has 6 cards, or if a bet has been made, there must be a new deal.

In case one player has 6 cards and his neighbor 4 only, the deal being otherwise correct, and neither of them has looked at a card, the dealer must be called upon to draw one from the 6 cards to complete the short hand. If one player has looked at his cards and the other has not, the one who has looked has a foul hand.

A deal out of turn, or with the wrong pack, must be stopped before it is completed, or it stands. No player who has looked at any of his cards can demand a new deal for any reason but an imperfect pack.

**STRAIGHT POKER, OR BLUFF.**

This is the standard game, from which all varieties of poker are derived, and which was originally played with only twenty cards in the pack, all dealt out to four players. It is still popular among a certain class of players, especially for the two-hand game.

**The Buck.**—This is some object used to mark the position of the player whose turn it is to put up the agreed amount, known as the "ante," for the whole table. Each player in turn to the left puts up the ante on each succeeding deal on being passed the buck. This ante never varies in amount.

**Betting.**—The players having each received their 5 cards, the one to left of the dealer, after looking at his hand, may bet any amount within the agreed limit by pushing the requisite number of chips toward the center of the table, or he may pass without making a bet. Each player in turn to the left has the same privilege. As soon as a bet is made the player to the left of the bettor must meet it, raise it, or throw up his hand. Any player who passed before a bet was made can come in on his turn. If no one will see the bet made, or if it is met without anyone raising it, those who are betting on their hands show them face up, and the best poker hand wins the pool. The buck is then passed, the ante put up, and the winner of the pool deals the next hand.

Straights and straight flushes are not played in this game.

**DRAW POKER.**

**The Blind and Straddle.**—The player to the left of the dealer is known as the "age," and must put up an agreed amount, usually a white chip, as a blind. The player to the left of this blind can straddle it if he wishes to do so, by putting up 2 chips, and the player to the left of him can straddle again by putting up 4, and so on; but no player can straddle unless he sits next the blind or a straddler.

**Coming In.**—Each player having received his 5 cards, the player to the left of the age, or the last straddler, if any, must put up the same amount of the blind or last straddle as an ante if he wants to draw cards to improve his hand. If not, he throws his cards into the center of the table as a trash pile. If he comes in, he can raise the ante any amount within the betting limit, and any following player may raise him again in the same way, or simply "see" the amount. Suppose the blind is 5c, the ante 10c, and the limit \$1. The player to the left of the age puts up \$1.10 to draw cards, the next player must put up that amount, or he may raise it to any amount between \$1.10 and \$2.10. If the blind has been straddled, it is the player to the left of the straddler that has the first say as to coming in. If the age wishes to play, he must put up as much as will make his blind equal any other player's bet. Any player who is raised must meet the raise and may raise again if he wishes to.

**The Draw.**—Those who wish to draw cards having put up equal amounts in the pool, the dealer begins with the player nearest him on the left and asks him how many cards he wishes. A player may discard any or all of his original five cards, and ask for an equal number in their place, or he may "stand pat." All who are in the pool are helped in the same way.

**Irregularities in the Draw.**—There must be no change in the arrangement of the pack between dealing the original hand and dealing for the draw. Any card found faced in the pack must be shown to the other players and then placed among the discards. If any card is faced by the dealer or by the wind in dealing it to any player, it cannot be replaced until all the other players, including the dealer, have been helped.

Any card taken from a player's hand and placed among the discards cannot be taken back under any circumstances. If a player asks for too many or too few cards, and they are laid off for him, the error may be corrected if he discovers it before he looks at any of them, and before the next player has been helped; otherwise he must discard so as to keep them if he has asked for too many. If he asks for too few, after having discarded, his hand is foul. If he asks for the correct number and the dealer fails to give them to him, the error must be corrected the moment the dealer's attention is called to it, provided the player has not lifted or looked at any of the drawn cards. If the dealer lays off too many for himself, he must take them.

If a player allows the person on his left to be helped out of his proper turn, he must either play his hand without drawing or abandon it. If he has discarded, his hand is dead.

Should a player get a peek at the card or cards about to be dealt to him, that shall not prevent his being forced to take them, unless other players also have seen the card or cards, and can name them.

The last card must not be dealt; but the discards must be gathered together, thoroughly shuffled, and presented to be cut before proceeding with the draw.

Neither the dealer nor any other player is allowed to give any information as to how many cards any player drew; but if any player asks the dealer how many cards he took for himself, the dealer must answer the question if the person asking it is still in the pool and has not yet made a bet.

**Betting After the Draw.**—The influence of the straddle dies after the draw, as that bet is not compulsory, and the player to the left of the age must always make the first bet, even if the age has passed out. If he will not bet or is out of it, the next player in turn to the left must say. If no one bets, the age takes the pool. If any player bets, each in turn to the left must see the bet, raise it, or drop out. Any player who is raised can raise again in his turn, or call, or drop out.

**Irregularities in Betting.**—Any player who bets or raises out of turn cannot withdraw his chips, even if the player to his right,

whose proper turn it was, raises it the limit. Talk does not go in poker, and saying "I call you" means nothing until the chips are in the pot. Any player who borrows chips to raise must borrow to call. He cannot borrow to raise a bet and then call for a sight.

**Calling.**—As soon as the amounts put up by all the players who still hold cards are equal, no one wishing to raise any further, all the hands in the call must be shown to the board. A player who is in a call, whether he called the last bet or his bet was called, is not allowed to admit that he is beaten and conceal his hand. If the last bet made is not called the player takes the pot without showing his hand. If two or more hands are shown in a call, the best poker hand wins on its merits, regardless of what the holder says about it. Two players, who are betting, against each other only, may agree to divide the pot without going further, but their hands must be shown to the board. If one player mistakenly admits that another hand is better than his, and that hand takes down the pot, it is too late to correct the error, as there is no longer any pot on the table to dispute.

**Whangdoodles.**—It is sometimes agreed that after a remarkable hand is shown there shall be a round of jack-pots; or a whangdoodle may be agreed upon to wind up the play.

**Jack Pots.**—These are sometimes played when all pass up the age without making an ante; sometimes after big hands, like a full house or four of a kind.

**Premiums.**—It is sometimes agreed to pay a bonus to hands above a certain value, such as full hands, fours, and straight flushes, whether the hand is called or not.

#### TABLE STAKES.

This is simply an agreement to raise the betting limit to the amount any player has on the table before him at the time. No player can increase the amount of his table stake after he has looked at any of the cards dealt him. If any player has not enough on the table to call, he may call a sight for what he has, and separate that part of the pool from the rest, so that other players may go on and call a sight for their pile, or call the bet or raise it. If the one who calls for a sight has the best hand shown at the finish, he takes his part of the pot. Any others decide the rest of the pot on the merits of their hands.

#### FREEZE OUT.

This is another form of the betting limit, in which each player starts with an equal amount in front of him, mutually agreed upon. As soon as any player loses his stake he retires from the game, which is continued until some one player has won all the chips on the table. This is not a particularly interesting form of the game except among the professional gamblers, but was once very popular on river steamers.

**JACK POTS.**

This is now probably the most popular form of the game, as it puts a crimp on the cautious players who are always waiting for big hands before they will ante. It is governed by the same rules as draw poker, except that every one is compelled to ante on every deal, and with the following exceptions.

**The Ante.**—There is no blind or age. Each player puts an agreed amount, usually a white chip, into the pool before the cards are dealt. If the pool is not won, it is usually agreed to "sweeten it" by adding another white chip each time until it is won.

**Openers.**—Each player in turn to the left of the dealer has the privilege of "opening it" by putting up a bet of any size within the limit, provided he holds a pair of jacks, or a hand that is better than a pair of jacks. It is sometimes agreed that if the pot is not opened, the next one shall require queens, the next kings and so on until it is opened, going back from aces to kings again. This is very confusing, however, and adds nothing to the game.

**Coming In.**—As soon as the pot is opened, each player in turn to the left can come in and draw cards, regardless of what he holds, if he will put up an amount equal to that bet by the opener, or he may raise that amount, and any following players will have to meet the raise or pass. In this game, players who pass do not throw up their hands, because they are still interested in the pot until they see that it was legitimately opened. If they have no hand, they have no remedy against foul hands.

**The Draw.**—The bets being equalized, those who are still in the pool discard and draw to improve their hands. If the opener remains in the pool he must put his discard under the chips in the pool, no matter what he has or what he is drawing to. He is then at liberty to discard and draw the same as any other player, and may split his opening qualification if he wishes to do so. His discard is always available under the chips in the pool to show what he had when he opened.

**False Openers.**—If the opener refuses to meet the raise, or if no one comes in against him before cards are drawn, he must show his 5 cards to the board face up, to prove that he had the necessary opening qualifications. If he has, and no one is betting against him, he takes the pool. If he has not, the pool remains as it is and the deal passes to the left. If anyone has come in, it does not matter whether the opener had openers or not, as the pool must be played for by any who came into it in good faith.

**Showing Openers Only.**—If the opener is not called after he has drawn cards and made a bet, all he need show is openers, and the rest of his five cards face down, to show a fair hand. It is no one's business what he drew unless they pay to see it. Even if an opener who is not called after the draw has a foul hand, 4 or 6 cards, he takes the pot unless some player has held

a fair hand with which to dispute it with him. In that case the pot remains, and the player who has drawn to false openers must ante for all the others at the table for the next jack.

### THE DOUBLE-UP GAME.

This is a variation in the betting limit which is usually confined to all jack-pots. Each player in turn to the left is allowed to bet as much as there is in the pool at the time. The limit is usually fixed at a point that would stop at about six doubles. If we suppose the ante to be 50c the limit might be \$100. Suppose 6 play, 50c ante. There is then \$3 on the table, and the opener can put up \$3. Now there is \$6, and any following player can make his call-and-raise anything up to \$6, and so on.

### POKER WITH THE JOKER OR MISTIGRIS.

This is invariably an addition to the game of all jack-pots, the joker being added to the pack. Any player holding the joker may call it anything he pleases, so that it is possible to hold 5 of a kind, which is the best possible hand, and beats a royal flush. In cases of ties the hand made with natural cards wins, so that a pair of kings will beat a king and the joker. In the same way a natural straight will beat an equal straight filled out with the joker. In flushes, it is possible to have one that is ace-ace high, with the joker, as there is nothing to prevent a player calling the joker a duplicate of a card already in his hand, as it must be a duplicate of some card in the pack.

The rank of the hands is determined by the same law that all poker hands are based on; the difficulty of getting them. There are only 4 ways to get a natural 3 of a kind, while there are 10 ways to get 3 of a kind with the joker in the pack.

### DEUCES WILD.

This recent addition to the varieties of Poker is rapidly becoming popular wherever players of average ability wish to neutralize the technical knowledge of values possessed by the old-school players, or where it is desirable to add a little excitement to the game.

**The Pack.**—Any of the standard poker packs may be used; 52 cards, with or without the joker, or the short pack of 44 cards, with or without the joker, but the cards deleted from the short pack must be the 3's and 4's, leaving the deuces.

**The Deuces.**—These four cards may be called anything the holder of one or more of them pleases, the same privilege being accorded to the joker, if it is in the pack. Two aces and a deuce may be called three aces. The 10, 8, 6 of hearts and two deuces may be called three 10's, three 8's, three 6's, or a straight, or a straight flush.

This game is the same as all jack-pots in the matter of everyone being required to ante an equal amount before the cards

are dealt, but no opening qualification is required. Each player in turn to the left of the dealer has a chance to make the first bet, and each in turn to the left must call, or raise it, or pass out. In some places the opener is allowed to "breathe" holding his cards but not putting up any chips, as in straight poker. Each player to the left can do the same, until a bet is made. If none is made, all who have drawn cards show their hands for the pool, no player being allowed to make a bet after all have breathed.

**Calling and Showing**—Before laying his cards on the table, each player should be careful to see that he knows the full value of his hand, and should be careful to verify the claims of others who may insist their hands are better. It is no one's business to tell an opponent that he has a better hand than he thinks he has, and those not in the pool have no right to say anything.

For instance, a player goes in on two deuces and a queen, which he intends calling three queens, and draws a pair of eights. In the call he claims a queen full, and is beaten by four treys. What he actually had was four eights. A player calls his hand as four sixes, and lays down three deuces and the six and three of clubs. What he really had was a straight flush, 7 high.

**Rank of Hands**.—The only invincible hand is four deuces and the joker. Five of a kind comes next, then a royal flush, straight flush, four of a kind, a full house, a flush, a straight, triplets, two pairs and one pair. Hands of the same denomination or Poker value are won by the hand containing the least wild cards. If this still ties any hands, then the highest natural card wins.

There are only 4 ways of getting 3 of a kind with natural cards, whereas there are no less than 56 ways of getting 3 of a kind with deuces wild.

The deal passes to the left and the usual laws for any irregularities govern.

### THE WILD WIDOW.

This is a modification of the variety of poker known as "Deuces Wild," described on page (71).

The game is practically draw poker except that after the fourth card has been dealt to each player, including the dealer one card is dealt to the table, face up, and remains there. The fifth card is then given to each player, face down, to complete their hands.

The three cards of the same denomination as the widow are then running wild and any player holding one or more of those cards may call it or them what he pleases. Five of a kind is the best possible hand. Suppose the widow is an 8, and a player holds an 8 with three tens and a six. He can call his hand four tens or a ten full on sixes. He must call his hand before showing it, and he cannot change his call after his hand is laid down.

The wild widow is sometimes played with the joker in the pack, so that there shall be four cards running wild. In some places it is also the rule to lay the hands down and let the cards speak for themselves, instead of making the player say just what he has, or how he uses his wild cards. It is also insisted in some circles that one must have a pair of jacks or better to open.

### SPIT IN THE OCEAN.

This is a variation of The Wild Widow in which, after dealing 4 cards to each player face down, the next card is turned face up in the center of the table and no more cards are dealt. The players then bet on their hands as usual before drawing cards, the one on the left of the dealer having the first say. Those who are left in the pool then discard as many of their 4 cards as they please, getting others in their place.

They then proceed to bet on the hands, each player having the right to call the card in the center of the table face up anything he pleases, and also to call it the fifth card to complete his hand. That is, it is practically the joker running wild but is everyone's property at the same time, giving every player a joker.

### STUD POKER.

Each player puts up an equal amount for the pool, or one may put up for all in turn, as in straight poker.

The dealer gives one card to each player in turn, face down, beginning with the one on his left. He then gives each one card face up. The player with the first best card showing must make a bet or throw down his cards. If he passes out, the next best card bets or passes, and so on. Any bet made may be called or raised by any other player who still holds cards. When the bets are equal, another card is dealt to each of those still in the pool, also face up, and the betting is resumed, the player with the best cards, or the best pair, if any, having the first say to bet or pass out.

As long as 2 or more are in the pool the cards are dealt one at a time face up until each has four face up and one face down "in the hole." The final bets are then made and after a call the hands are shown for the pool, the best poker hand winning.

### PEEK POKER.

This is a variation of Stud Poker, with two variations in itself. In 7-card peek, the first two cards dealt to each player, 1 at a time, are face down. The remaining 5 are dealt face up. In 8-card peek, an 8th card is dealt face down after the 5 that are dealt face up. The players examine all their down cards to see what they have "in the hole" and then discard and draw one card at a time, beginning with the player on the dealer's left.

Bets are made after each draw, the best hand of 5 cards showing making the first bet. Players refusing to call or raise throw down their hands. No matter whether the card discarded was one of those in the hole or face up, five cards must always be left face up for the betting and drawing. When a final call is made, and no one will bet further, or five draws and discards have been made by the players, 5 cards are picked out of the 7 or 8 and shown for the pot. The deal then passes to the left.

### WHISKEY POKER.

**Cards.**—Regular 52-card pack.

Dealer serves five cards, face down, one at a time, to each player in the game, including himself, and to an extra hand in the middle of the table, called the "widow." He must serve all the other players in turn, around to the left, then the widow, then himself last.

Each player, beginning on dealer's left, has the option to exchange his hand for the widow; keep it and draw to it; or to play it as it is.

To exchange a hand, player must place his five cards face up on the table, then take up the widow, without showing it to any other player. The abandoned hand becomes the widow. If player prefers to draw to his hand, he says: "I pass," and the option of taking the widow is transferred to the next player. To play hand as it is dealt, player knocks on the table, which also passes the option of taking the widow to the next player.

If any player takes the widow, the next player on his left can do any one of three things: Discard from his hand replacing with a card drawn from the widow, discarded card being placed face up and becoming part of the widow; he may exchange his entire hand for the exposed widow; or play the hand as dealt to him, and knock. Next player in turn has the same option, and so on, until some player knocks.

If all pass on the first round, the dealer, after passing, turns the widow face up, and each player in turn has the privilege to draw from it or to exchange his entire hand for it.

After one knocks, the others may have one more draw from the widow in turn, or may retain their hands without drawing. No player can draw after he has knocked.

After the knock, and the final round of draws, all hands must be shown. The highest takes the pot if a pot has been made; or the lowest pays the forfeit agreed upon beforehand.

## Patience Poker

This may be played by one person, as a solitaire, with one pack of cards, or by several persons, each with a complete pack of 52 cards. Any one can be the "caller" for the first deal, after which it passes to the left.

The caller shuffles his pack thoroughly and presents it to the player on his right to be cut. All the other players sort their packs into sequence and suit.

**The Play.**—The caller turns up his top card and announces its size and suit, as "four of hearts," and lays it face up on the table. Each of the other players picks out the four of hearts and lays it on the table in front of him, face up. The caller turns up his next card, calls it, as "eight of clubs," and lays it down, face up, but it must touch the first card, either by adjoining one of its four edges or touching one of its four corners. Each of the other players picks out the eight of clubs, but each of them can place it as he pleases, so that it touches the four of hearts. Eight players might each select a different position for the second card.

Another card is drawn, called and placed, and as the cards come out, the manner of laying them down, so that each touches some one of the cards that has gone before, soon leads to a wide diversity of arrangement among the players.

No card once played can be moved on any account, but as soon as there are enough cards in either direction, vertically or horizontally, to make a row of five, that is the limit of the tableau which that player is building, right or left, up or down. The drawing continues until 25 cards have been placed, and the arrangement must be such that when the tableau of 25 is complete, it will form a square of five cards each way. The starter may be the middle, top, or side or anywhere, each player building away from it as he likes.

**Objects of the Game.**—The idea of the game is to group the cards as they come out so that when the tableau is complete, it shall present five poker hands from right to left and five more from top to bottom.

The various hands are reckoned at so much each, and the player with the highest score at the end of an agreed number of deals wins. The values vary in different localities, but flushes, being easy to get, are always rated low, and triplets are below straights. The schedules in common use are here given—one English and two American.

	Engl.	American		Engl.	American
One pair	1	1	2	Flush	5
Two pairs	3	2	5	Full	10
Straight	12	9	15	Fours	16
Triplet	6	7	10	Straight Fl.	30
					20
					25
					50
					75

## HOW TO WIN AT POKER.

Statistics as to the number of possible ways to get a given hand before the draw are of no practical use to the poker player. What he should know is the relative value of any hand before the draw, as compared to the number of players in the game, and the odds against improving it. All the rest is judgment of human nature, and courage tempered with discretion.

The following calculations have been made with great care and are not to be found in any other book on the game.

The best possible holding is given first in each class of hands, such as aces up in two pairs, and then the weakest holding, such as 3s up on 2s. The odds given are the chances against your finding any other player at the table with as good a hand before the draw, which varies, of course, with the number of players engaged; 2, 3, 4, 5, or 6. In two-hand, for example, it is 11 to 1 that your opponent does not hold as good as two pairs before the draw. With 6 in the game it is only 2 to 1 that no one has as good as two pairs.

TABLE OF ODDS.  
In Favor of the Player's Hand Before the Draw.

The Hands	Number of Players at the Table				
	2	3	4	5	6
Pairs					
Aces	11 to 1	6 to 1	3 to 1	2½ to 1	2 to 1
Deuces	even	against	against	against	against
2 Pairs					
Aces up	34 to 1	16 to 1	11 to 1	8 to 1	6½ to 1
3s up	12 to 1	5½ to 1	3½ to 1	2½ to 1	2 to 1
Threes					
Aces	110 to 1	55 to 1	36 to 1	27 to 1	22 to 1
Deuces	30 to 1	15 to 1	9½ to 1	7 to 1	5½ to 1
Straights					
Ace high	290 to 1	127 to 1	96 to 1	71 to 1	57 to 1
5 high	125 to 1	62 to 1	40 to 1	30 to 1	24 to 1
Flushes					
Ace high	610 to 1	371 to 1	226 to 1	152 to 1	133 to 1
7 high	240 to 1	120 to 1	80 to 1	59 to 1	42 to 1
FULLS					
Aces up	3040 to 1	1540 to 1	1014 to 1	760 to 1	609 to 1
3s up	480 to 1	240 to 1	147 to 1	112 to 1	90 to 1
Fours					
Aces	50000 to 1				
Deuces	3043 to 1				

## Mathematical Chances of Improving Hands in the Game of DRAW POKER

Chances of getting one of these hands pat in first five cards:	Royal Flush .....	649,700 to 1
	Straight Flush.....	64,974 to 1
	Fours.....	4,165 to 1
	Full Hand.....	692 to 1
	Flush.....	507 to 1
	Straight.....	253 to 1
	Threes.....	46 to 1
	Two Pair.....	20 to 1
	One Pair.....	1 1/4 to 1

### CHANCES OF IMPROVING IN THE DRAW

Holding One Pair:	Two pair.....	5 to 1	Odds against
Drawing three cards; chances against making:	Threes.....	8 to 1	bettering in
	Full hand.....	97 to 1	some manner
	Four.....	359 to 1	<b>2 1/2 to 1</b>
Holding One Pair, and an Ace Kicker:	Aces up.....	8 to 1	Odds against
drawing two cards; chances against making:	Another pair .....	15 to 1	bettering in
	Threes.....	12 to 1	some manner
	Full hand.....	180 to 1	<b>4 to 1</b>
	Fours.....	1080 to 1	
Holding Two Pair:	Full hand.....	11 to 1	Odds against
drawing one card; chances against making:			bettering <b>1 1 to 1</b>
Holding Threes:	Full hand.....	14 to 1	Odds against
drawing two cards; chances against making:	Fours.....	23 to 1	bettering in some manner <b>8 to 1</b>
Holding Threes and one odd card:	Full hand.....	16 to 1	Odds against
drawing one card; chances against making:	Fours.....	47 to 1	bettering in some manner <b>1 1 to 1</b>

### Chances Against Making

Drawing one card to a four straight (both ends open).....	5 to 1
Drawing one card to a four straight (interior, or one end).....	11 to 1
Drawing one card to a four flush.....	4 1/2 to 1
Drawing one card to a four straight flush (both ends open) chances against making a straight flush.....	24 to 1
Chances against any improvement.....	3 to 1
Drawing two cards to a three-card straight flush (both ends open) chances against making either a straight or a flush.....	12 to 1
Drawing one card to a four straight flush (interior)	
Chances against making straight flush are.....	47 to 1
Chances against any improvement are.....	4 to 1
Drawing four cards to an ace:	
Chances against making a pair of aces.....	4 to 1
Chances against making aces up.....	12 to 1
Drawing three cards to an ace and a king:	
Chances against making a pair of either.....	3 to 1
Drawing two cards to a three card straight (both ends open):	
Chances of making straight.....	23 to 1
The chances of improving any hand remain the same irrespective of the number of players. The relative value of the hands decrease as the number of players increase.	

**Probability of Improvement.**—Having considered the original hand, the next question is the chance of improving it by discarding and drawing fresh cards. This must always be considered in comparison with the chances of other players, and with what it costs to try it. Nothing but experience can tell a player when a hand is not worth drawing to, on account of the indication of strength shown by other hands in the pool, but there are certain situations that must be handled on the basis of probability, and a knowledge of the odds for or against improving any given hand should be familiar to every good player. The situation is always governed by the law that the draw is more useful to the weak hand than to the strong, and that the stronger hand before the draw will be the stronger after the draw in the majority of cases.

It is assumed, for the sake of avoiding the personal equation of luck, that no good player goes into a pot to draw cards unless he has something to start with; something better than a small pair, or four cards of a straight or flush. A hand that is of no value unless it is improved in the draw must have some decided advantage in the betting in its favor, such as being able to get into a good pot cheaply, or it is throwing money away to draw to it.

For the sake of uniformity in what follows, it is assumed that one is playing with the regular 52-card pack. The chances of improvement are slightly greater when using the stripped pack, but not sufficiently so to change a person's game. With the joker and deuces wild, all calculations are at fault, as those games are more for the excitement than for careful play.

Drawing 3 cards to a pair, the odds against any improvement are  $2\frac{1}{2}$  to 1. It is 5 to 1 against getting another pair, and 7 to 1 against getting 3 of a kind.

Drawing 2 cards to a pair and a kicker, it is 4 to 1 against any improvement; 8 to 1 against getting 2 pairs, and 12 to 1 against 3 of a kind.

Drawing 1 card to 2 pairs the only improvement possible is a full hand, the odds against it being 12 to 1. That is why 2 pairs should always be played for all they are worth before the draw.

Drawing 2 cards to 3 of a kind, it is 8 to 1 against any improvement; 14 to 1 against a full hand, and 22 to 1 against 4 of a kind.

Drawing 1 card to 3 of a kind the odds against any improvement are 11 to 1; against a full hand 15 to 1, and 45 to 1 against getting 4 of a kind.

Drawing 1 card to a straight, open at both ends, it is 5 to 1 against filling. Drawing to an interior straight, 11 to 1.

Drawing 1 card to a 4-card flush, it is  $4\frac{1}{2}$  to 1 against filling.

Drawing to 4 cards of a straight flush, open at both ends, it is 3 to 1 against improvement, such as a pair or an ordinary flush or straight, and 24 to 1 against getting the straight flush. Drawing to 4 cards of a straight flush, open in the middle, it is 4 to 1 against any improvement, and 46 to 1 against the straight flush.

Drawing to 3 cards in sequence and suit, it is 12 to 1 against any improvement.

There are a number of weak draws that some players indulge in when they imagine they are in luck, such as taking 4 cards to an ace, the odds against getting another ace being 4 to 1, and against getting any two pairs or better, 12 to 1. It is a better chance to draw 5 fresh cards, as the odds against getting a pair are only 1½ to 1. Drawing 3 cards to an ace and king gives the player a 3 to 1 chance to pair one or the other.

A 3-card flush or open-end straight is filled about once in 24 trials, with the off chance of getting a pair.

The importance of knowing the odds against various improvements lies in knowing whether or not it is worth while to pay for trying them. The most successful players are those that refuse to give others the best of it by betting against themselves. As a rule it never pays to draw to a 4-card straight or flush unless there are 4 players in the pool ahead of you. Putting \$2 into a pot that is worth only \$4 as it stands is betting against yourself, as the pot should bet you at least 4 to 1. If you keep this up for 100 deals you can easily calculate your losses. Nothing is so important as to know exactly how much is in the pot when it is your turn to bet, and to infer the chances of your being raised.

Never throw good money after bad. The chips you have put up are no longer yours, and if the situation shows that it is not worth your while to play for the pot as it stands, do not let the fact that some of the money in it was yours influence you.

**Opening Jack-Pots.**—Your position with regard to the dealer is the important factor in opening jack-pots. The further you are away, no one having opened it, the weaker the hand necessary. If you are the first to say in a 6-hand game, you should pass unless you have as good as aces. With strong hands, make it cheap for others to come in; but with ordinary hands, drive out as many as you can before the draw by betting the limit; but do not follow this or any other system all the time, or sharp players will read the situation.

**Coming In Against Openers.**—There has been a good deal of ill-considered advice given to poker players about coming into jack-pots against the opener. Some writers tell us one should have as good as a pair of 8s or 10s; others say never to come in unless one has as good as queens. If one stops to consider the matter for a moment it should be evident that a pair of deuces is just as good as a pair of 10s, because either must be improved to beat openers. If the opener also improves, he is probably able to beat any improvement in either 10s or deuces.

Statistics show that it pays to go into every jack-pot with any kind of a pair; because if you stay out you abandon your ante without a chance, whereas if you go in and improve only once in 5 or 6 times, you get a certain proportion of your money back. Good judgment in betting up a weak hand has won many a jack-pot from the opener; but if you have no cards you have nothing to bet on.

**Variety.**—Nothing is so valuable to a poker player as the ability to vary his game. Stand pat on a pair of kings occasionally. Draw only one card to a pair. Play two pairs pat half the time, and draw 1 card now; 2 cards again, and stand pat on other occasions when you have strong threes to go with.

**Bluffing.**—The opportunity for a successful bluff must either be built up by the player himself, or be a situation that can be taken advantage of. In some situations a bluff would be ridiculous; while in others it would be a crime not to try it. The successful bluffer seldom makes the same kind of a bluff twice in the same evening's play, and does not do it on deuces and treys. The best bluffs are made on average pairs, 10s or better. Players that correctly suspect a bluff and call it, somehow expect to find the bluffer has nothing, and call on small pairs, which the bluffer can just top in the show down.

**Judgment.**—This is something that comes only with long practice, and careful observation of the methods of those one habitually plays with. A stranger has little chance among a set of poker players who all know one another's game, because they can all watch the newcomer, much better than he can watch all of them.

## Euchre

**The Pack.**—32 cards (A, K, Q, J, 10, 9, 8 and 7 of each suit), or 28 cards (7's omitted), or 24 cards (7's and 8's omitted). Joker is sometimes added.

**Number of Players.**—Two or three players as individuals, or four players (partners, two against two). For two and three-hand Euchre, see rules for those games following.

**Rank of Cards.**—Trump suit: J (right bower), highest; J of same color (left bower), next; then A, K, Q, 10, 9, etc. Suit, same color as trump: A, K, Q, 10, 9, etc. Two suits of opposite color: A, K, Q, J, 10, 9, etc. Joker is highest trump, when used.

**Cutting.**—Cut for deal—low deals, A being lowest, balance of cards ranking K (highest), Q, J, 10, etc.

**Shuffling.**—Any player may shuffle, dealer last. The pone cuts, leaving at least four cards in each packet.

**Dealing.**—Deal five cards to each—three all round, then two; or two and then three, in rotation to the left, beginning with eldest hand. Next card is turned for trump. Deal passes to the left.

**Misdealing.**—Deal is forfeited, if wrong number of cards is dealt to any player, or if more than one card is turned for trump, or if same number of cards is not given to each player in the same round.

A new deal by the same dealer is required, if a card is faced in dealing, or is found faced in pack (except it be the trump card); or if defect is found in the pack, but such defect does not invalidate previous deals or games.

A deal by wrong player may be stopped before trump is turned; otherwise the deal must stand.

**Objects of the Game.**—To take tricks. Player (or partnership) making the trump must take at least 3 tricks. Failure to do so scores a "euchre" for opponents. (See Scoring.)

**Making the Trump.**—Deal completed and trump card turned, eldest hand may order up the trump. If he orders up, dealer must take up the trump card and discard a card from his hand. If eldest hand does not want to order up, he passes. Dealer's partner may then order up or pass. In ordering up, dealer's partner says, "I assist." If he passes, pone may order up or pass. If pone passes, dealer may take up the trump. If not, he turns it down, *i. e.*, places it face up under the pack.

(Although this is the rule, it is quite customary for dealer to turn the card face down on top of the pack.)

If trump card is ordered or taken up, that suit is the trump. If dealer turns it down, eldest hand may name another suit as trump, or may pass. Dealer's partner then has the privilege, and so on until a trump is named or all have passed; in latter case, all cards are bunched and the deal passes.

If dealer is ordered, assisted or takes up trump, he discards immediately, but does not take the trump card into his hand prior to his turn to play on the first trick.

After trump is taken up, no player can demand its denomination, but dealer must at any time, on inquiry, inform any player as to what the trump suit is.

If new trump is the same color as card turned down, it is called *making it next*; if opposite color, *crossing* the suit.

When joker is used, if it be turned as trump card, dealer may, before looking at his cards, name suit joker represents on that deal. Or it may be agreed before play begins which suit joker shall represent, if turned.

**The Play.**—The trump made, dealer's left-hand opponent leads a card, and each to left, in turn, plays a card of the same suit, if he has one. If not, he may trump, or may "throw off" a card of another suit. Highest card of suit led wins trick, unless trumped, when highest trump played wins. Winner of each tricks leads for the next. Tricks must be gathered in by winner and turned down, and cannot thereafter be examined. After hands are played out and points scored, the cards are shuffled and dealt again, and play proceeds as above.

**Lone Hands.**—The player who has made the trump may play alone against opponents, his partner laying his hand face downward on the table and taking no part in the play. Partner cannot object to the lone hand. Player must announce he will play alone when he makes the trump.

The rule now usually in vogue in America is, that only the player who is responsible for the trump—that is, who orders up, takes up, or makes the trump—can play alone. An older rule, which is still in vogue in some localities, allows the dealer to play alone, even after his partner has assisted, or an adversary to play alone, after his partner has ordered it up.

A player cannot play alone if his adversary makes the trump, except in Railroad Euchre. (See Railroad Euchre.)

**Note.**—Many players contend, with good reason, that it is unjust to permit a player to go alone when his partner has assisted, ordered up, or made the trump, since this reveals, to some extent, the location of outstanding trumps, the fear of which would ordinarily debar the player from going alone. Hence, the popularity of the first rule given, which is used generally in the five, six, seven and eight-hand games.

**Irregularities in Play.**—**The Revoke.**—Failure to follow suit, when able to do so, is called a revoke. A player revoking may correct error before trick is turned down. In such case, adversaries may take back the cards they have played to the trick, but partner cannot. If revoke is proved, hands are immediately abandoned. (See Scoring, for penalty.) Should players against whom the revoke is claimed refuse to allow their tricks to be examined, or mix the cards, revoke is considered proved and penalty enforced.

Should eldest hand lead before dealer has discarded, card led cannot be withdrawn, even though dealer discard another card than the one intended. Neither does dealer lose privilege of playing alone. (See Lone Hands.)

Cards led out of turn; two or more played to a trick, or any dropped face upward on the table, are exposed cards, and must be left face upward on the table. (There is no penalty for exposed cards when the player in error has no partner.) An exposed card must be led or played at the first opportunity to do so legally. A card led out of turn must be withdrawn, unless all the other players have played on it, in which case lead stands.

A player with too many or too few cards cannot claim a misdeal after first trick is quitted, but must play with the cards he holds, and neither he nor his partner can score on that hand. If dealer plays to first trick without discarding in place of trump card, he must play with the five cards originally dealt him, leaving the trump turned up on the pack.

Once a trick is turned and quitted it cannot be seen until the end of the hand, when all the tricks may be searched to prove a revoke. The penalty for looking at a trick once turned down is to call a lead.

**Scoring.**—Player (or side) that makes the trump and wins three tricks scores 1 point; five tricks, 2 points. Failure to take three tricks is called a "euchre," and opponents score 2 points.

**Lone Hand Scores.**—Five tricks score 4 points; three or four tricks, 1 point; if euchred, the adversaries score 2 points.

**Penalty for Revoke.**—A revoke scores 2 points for opponents. A revoke against lone hand scores 4 points for lone player.

**Game.**—5, 7 or 10 points, as agreed.

**Laps.**—A variation of Euchre. All points scored in excess of those necessary to win game are counted on next game.

**Slams.**—Another variation, by which a player or side scores two games, in case 5 points are won before the opponents score 1 point.

**Jambone.**—A variation in lone hands, by which they must be exposed, face up, on the table and so played. Player to left of lone player has the privilege of calling first card from the lone hand. (Among some players all cards may be called from the jambone hand.)

Five tricks score 8 points; three or four tricks, 1 point; a euchre of a jambone (lone) hand scores 2 points.

**Jamboree.**—A variation, by which a player holding the five highest trumps may show them and score 16 points without playing the hand. If dealer, the turn-up card may be used to make up the five.

The above variations are often combined in various ways.

## AUCTION EUCHRE.

**The Pack.**—Five-hand, 32 cards (A, K, Q, J, 10, 9, 8 and 7), or 28 cards (7's omitted); six-hand, 36 cards (6's low), or 32 cards, as above. Seven-hand, full pack, 52 cards; eight-hand, 60-card pack, with 11 and 12 spots. Joker is sometimes added.

**Number of Players.**—Five, six, seven or eight players. Six-hand is partnership game, three against three, the alternate players being partners. In some localities, successful bidder names his partners. Five, seven and eight-hand games are peculiar forms of partnerships. (See *Partners*.)

**Rank of Cards.**—Same as two, three and four-hand games, except with 60-card pack, 11's rank above 10's and 12's above 11's.

**Cutting and Shuffling.**—Same as four-hand.

**Dealing.**—Five and six-hand, deal five cards to each—three to the first round, then two, or two and then three, in rotation to the left, beginning with eldest hand. Seven and eight-hand, seven cards—four, then three; or two, three and two. No trump is turned. Deal passes to the left. Rules for misdealing are the same as for four-hand game.

**The Widow.**—The widow consists of from two to five cards, as agreed upon, dealt face down on table after the first round has been dealt to the players. The widow is taken into the hand by the player who makes the trump, and an equal number of cards are discarded. Player may discard any or all cards from the widow, if he chooses.

**Objects of the Game.**—To take tricks. Successful bidder (and partner or partners) to score must take as many tricks as they bid.

**Making the Trump.**—After cards are dealt, players bid to take a certain number of tricks, highest bidder naming the trump. Eldest hand bids first or passes, and then each player in rotation to the left. Dealer has last bid. Each player has one bid only. Each bid must be for a greater number of tricks than last bid, five being highest bid in five and six-hand games, and seven in seven and eight-hand games (exclusive of lone hand bids.)

**Lone Hand Bids.**—With widow, five and six-hand, 8 points; seven and eight-hand, 10 points; without widow, five and six-hand, 15 points; seven and eight-hand, 20 points.

Five and six-hand, 3 tricks, and seven and eight-hand, 4 tricks, are the lowest bids recognized.

In some localities, dealer may make the trump at highest figure named by any other player, without overbidding him.

In some localities, suit bid on for trump must be named when bid is made; in others, after bid is accepted (and if widow is used, after it is examined). If no one bids, cards are bunched for a new deal.

**Partners.**—Five, seven or eight-hand, in some localities, successful bidder calls for holder of a certain card he names,

as his partner. Any card may be called upon. Bidder does not know who partner is till this card falls.

In other localities—five-hand—bid of 3 tricks entitles bidder to one partner, designated by the bidder; 4 for 5 tricks, two partners. Seven and eight-hand—bid of 4 or 5 tricks, one partner; 6 or 7 tricks, two partners.

**The Play.**—Same as four-hand Euchre. In some localities, successful bidder leads, and among some players he is required to lead trumps. Usually, however, eldest hand leads.

The play of the lone hands is governed by the bid. (See *Making the Trump*.)

**Scoring.**—Player making the trump, and his partners, each score 1 point for each trick they take, provided they take as many tricks as they bid. If not, they are set back amount of bid, or adversaries each score amount bid. Bidders score nothing extra for taking more tricks than they bid.

**Lone Hand Scores.**—Five and six-hand, all the tricks, with widow, 8 points; without widow, 15 points. Seven and eight-hand, all the tricks, with widow, 10 points; without widow, 20 points. In some localities, when bidder fails on lone hands—five, six, seven and eight-hand—opponents score 5 each on a bid of 8 or 10, and 10 on a bid of 15 or 20.

**Game.**—Five, six, seven and eight-hand, usually 21 points, sometimes 25 points.

### TWO-HAND EUCHRE.

The same as the four-hand game, 24-card pack being used.

There are no lone hands. Player making the trump scores 2 points if he wins five tricks, 1 point if he wins three or four tricks. If he fails to win three or more tricks, opponent scores 2 points (a euchre).

### THREE-HAND EUCHRE.

The same as the four-hand game. The two other players combine against the maker of the trump on each deal. Player making the trump scores 3 points if he wins five tricks, 1 point if he wins three or four tricks. If he fails to win three or more tricks, each opponent scores 2 points (a euchre).

### PENALTY EUCHRE.

Differs from regular and auction games, as follows:

Before beginning play a banker is selected, who supplies each player, including himself, with twelve chips, and also keeps a separate supply of chips, called the bank. A widow is dealt, containing same number of cards as the hand. Trump is turned. Eldest hand may discard his hand and take up widow. If he passes, next to left may take it, etc. If no one wants it, it is laid to one side. Player with poor hand may, on his turn, drop out of game for that deal, instead of passing, announcing, "I am out." One chip from bank is given him as penalty for not playing. There is no ordering up, or assist-

ing, and trump card remains on table. (In some localities, dealer takes up trump card just before the lead, whether playing with his original hand or the widow.) If a player takes up widow, or passes, he can not thereafter drop out. Nor can he, after seeing the widow, exchange it again for his original hand. Lead and play proceeds as in regular Euchre. After hands are played, each player gives bank as many chips as he has taken tricks. If a player has not taken a trick banker gives him from bank a chip for each active player.

Player first getting rid of all his chips wins game. A player goes out as soon as he gets enough tricks to score out on, even though it be in the middle of a hand. Hands are abandoned and play discontinued as soon as a player scores out.

If a player exposes the cards he discards he is given two chips from bank as penalty.

Banker's own chips and bank's chips must be kept separate.

#### RAILROAD EUCHRE.

Four-hand. Joker used. Player going alone may discard one card and call for partner's best card. Partner gives it to him and drops out of game for that hand. Either opponent may also call for partner's best and go alone against first lone. Euchre of lone hand by two adversaries scores 2 points. Euchre of lone hand by second lone hand scores 4 points.

#### BLIND EUCHRE.

For three, four or five players. Use a regular 32-card pack, dealing as in regular Euchre, except that two cards (the blind) are dealt, face downward, to the table just before the trump is turned. The eldest hand has the privilege of taking up the blind and discarding two cards from his hand. This is equivalent to ordering up the trump. Should the eldest hand pass, the next player to the left may order up and take the blind into his hand, and so on around until the trump is ordered or taken up, or all players pass. After the blind is taken up and trump is taken up by the dealer, the play is as in the regular game of Euchre. In case all the players (including the dealer) pass the blind, the hands are discarded and a new deal is had, the deal passing to the left.

#### CALL-ACE EUCHRE.

Four, five or six can play, four being the best number. The 24-card pack is used, no joker. For five players the 8's are added to the pack; for six players add the 7's also.

The dealer turns up the trump, leaving three unknown cards in four-hand. Each player in turn may pass or order up. If all pass, the dealer may take it up or turn it down. If it is turned down, each player in turn may make it something else. If it is ordered up, the dealer takes it into his hand.

Any player ordering up or taking up the trump or making a new trump, has the privilege of calling on the best card of any suit but the trump, and the player who holds the best of

the called suit is his partner, but the partnership must not be disclosed until the high card falls in play. As there are three cards not in play, the highest of the called suit may be the king or queen, or the caller may hold it himself, in which case he has no partner.

If the maker of the trump does not want any partner, he may either say "alone" or call on a suit of which he has the ace himself.

If the maker of the trump and his partner get three tricks they score 1 point each. For a march they score 3 each. If they are euchred, each adversary scores 2. A lone hand scores 1 for three tricks, and for a march he scores a point for each player at the table, including himself; 4 in four-hand; 5 in five-hand.

#### EUCHRE—HINTS FOR GOOD PLAY.

In reckoning the trick taking value of hands, the player must take into consideration the number of cards, and the probable number of trumps, remaining in the pack after the deal. It is less likely that all of the trumps will be in play in a two-hand game, in which ten cards are dealt, than in a four-hand game, in which twenty cards are dealt. Taking this into consideration, player should be reasonably sure of taking three tricks before becoming responsible for the trump. He should, however, guard against being overcautious. Some risk must be taken or nothing will be gained.

In three-hand game, the player should remember that if he becomes responsible for the trump, the two other players will combine their strength against him, and that it therefore requires more strength to order, or take up, or make the trump, than in the two-hand game, in which he plays against one, or the four-hand game, in which he has a partner to help him.

**Passing.**—There are two conditions under which the eldest hand should pass: (1) Having insufficient strength in trump suit, and (2) having equal strength in another suit, although strong enough in trumps to order up. In latter case, if dealer takes up the trump, eldest hand will likely euchre him, and score 2 instead of the 1 which he would score if he ordered up. If dealer turns the trump down, eldest hand can make his other strong suit the trump.

**Ordering Up.**—Under ordinary circumstances, a player should have three good trumps, at least one of which is higher than the turned trump, and an ace of a plain suit, to order up.

When the score is 4 to 4, however, eldest hand should order up, if he is as strong in the suit turned up as in any other suit. Even if he be euchred, it shows that the trump would have been adopted by opponents, and 1 point would have been made.

**Assisting.**—Ordinarily, two high cards or one court card and ace in the trump suit, is sufficient to assist partner on, if the turned trump is of any considerable strength, unless plain suit cards are very small. If dealer's partner is reasonably sure of two tricks, and if turned trump is likely to take a trick.

it is advisable to assist. If the score stands 4 to 4, it is good policy to assist on even a weaker hand.

**Taking Up, or Adopting the Trump.**—If the option of taking up or turning down the trump comes round to the dealer, the adversaries are probably weak in trumps. If dealer has two fairly good trumps, it is generally good policy for him to take up the trump, especially if he has an ace of another suit.

The game score, however, should be carefully considered in each case. If dealer's side is 3 or more points ahead, he may turn down the trump without injuring his chances of winning the game rather than risk being euchred by taking it up on a weak hand. In 5-point game, if opponents have 3 points, dealer should be very careful, as a euchre would put opponents out. If score is 4 to 4, dealer can afford to take more risk, in order to keep opponents from making the trump.

**Making the Trump.**—It is generally conceded that three trumps, two of which are fairly high cards, and an outside ace are sufficient for eldest hand to make the trump on. If his strength is about equally divided between two suits, one of which is same color as turned trump, eldest hand should give this color the preference, as dealer and partner have shown themselves weak in that color by passing. If they had held the best cards, it is likely they would have adopted the trump.

For the same reason, dealer's partner should give preference to opposite color from suit turned down in making the trump, if possible, as dealer has shown weakness in the color turned.

Some authorities advise eldest hand to make it next invariably, if he holds at least one card of that suit, unless he is very strong in a cross suit. This should be followed with discretion, as dealer may turn down the trump, in order to euchre eldest hand on make of next.

Dealer's partner should make the trump, if at all possible, as dealer and eldest hand have shown weakness, and it is likely that pone has a strong hand and will play alone if allowed to make the trump.

Pone and dealer should not err in thinking that either can make the trump on a weak hand because eldest hand and dealer's partner have passed. Unless pone or dealer has a strong hand, the fact that the other two players have passed shows that the strength is pretty evenly divided.

In making the trump, as well as in adopting or ordering the trump, the game score should at all times be carefully considered.

Before making the trump on a weak hand, the player should also carefully consider the other suits in his hand and the probability of their taking at least 1 trick. If they be weak, he should hesitate before laying himself liable to a euchre.

**Lone Hands.**—If a player wishes to play alone, he must announce it when he takes up or orders up the trump or he loses the privilege. His partner can not object, no matter how strong such partner's hand may be.

Neither opponent of lone-hand player can play alone against him, except in Railroad Euchre.

**The lead** being a great advantage, eldest hand may play alone with a weaker hand than any other player. The dealer's position is next in advantage, having last play on first trick.

Opposing a lone player, cards of suit discarded by partner should be held back; cards of suit trumped by lone player should be discarded. Holding cards of equal value in plain suits, the one of same color as trumps should be held back, unless player's partner is guarding that suit.

**The Bridge.**—When one side has only 1 point to go and the other 4, the former are said to be at the bridge. They should order or take up the trump, unless they be strong enough in trumps to prevent opponents scoring a lone hand, and going out.

**The Discard.**—The dealer, in discarding to take up the trump, should aim to have as few suits in his hand as possible. For instance, holding two trumps, two cards of one suit and one of another (not an ace), he should discard the odd card, even though it be higher than either in the other suit. This is especially true if he has one or more small trumps. He thus has a better chance of being able to trump the suit he discards.

**The Lead.**—The opening lead by the eldest hand is an important feature, and the player will learn by experience what the best leads are under certain conditions. The position of the make is probably the most important consideration; for instance, if dealer's partner assists, it is probable, though not certain, that neither dealer nor his partner are very strong in trumps, since the latter probably assisted with two trumps. Therefore, if eldest hand has three fairly good trumps, it is often good policy to lead trumps, especially if he holds good plain suit cards. If partner of eldest hand orders up, it is probable that he is strong in trumps, and a low trump lead is generally best, unless a bower can be led. If dealer takes up trump, eldest hand should not lead trumps unless he is sure of three tricks.

Playing against a lone hand, it is generally best to lead highest card of plain suit; never lead trumps. Sometimes, however, holding three or four cards of a suit (not trumps), it is well to lead from the long suit, on the chance that partner can trump in. Even though an ace of another suit is held, it is better to lead from long suit and hold back the ace, as an ace is just as good on the last trick as the first. Holding two aces, lead one of them, reserving the other for the last trick.

**Conclusion.**—It is rarely good policy to trump a partner's winning cards. Exceptions to this can be made when gaining the lead would be advantageous, or when the player feels reasonably sure that the trick will be trumped by next player, in which case he should trump high.

Player should inform his partner of his strength as soon as possible. If he has adopted or ordered up the trump, it is more important to inform his partner than to deceive his adversaries.

Tricks should be turned down as soon as taken in, as a trick can not be counted until turned. In Progressive Euchre, failure to do this may lose a point at the tap of the bell.

**PROGRESSIVE PLAY.**

Progressive play at cards consists of a series of partnership games, in which the partners change at the end of each game. It is played at three or more tables, numbered Table No. 1 (or head table), Table No. 2, Table No. 3, etc., four players at a table. The last table is called the foot or booby table.

Before the beginning of play, the hostess provides a suitable device for keeping record of the games won by each player, and by which each player will be assigned to his proper position at the table where he will begin playing. Thus, "1 A" indicates that the player will begin at Table No. 1, head couple; "1 B," Table No. 1, side couple, etc. Scoring devices for ladies and gentlemen should be of different color, or bear other distinguishing marks. Prizes for the best and poorest (booby) players, most lone hands, etc., are provided at the discretion of the hostess. The game begins simultaneously at all the tables, at a signal given by the hostess, or by tapping a bell at Table No. 1. Cut for deal at each table, low dealing, ace being low. After the first game, the "visiting" lady usually deals, except in Rapid Euchre, where, to save time, the remaining lady deals.

**Scoring.**—The score of any progressive game can be kept by the number of games won during the play, or by the total number of points. In Euchre, 5 points is generally considered a game (some players prefer 7, especially in Rapid Euchre), and the play continues until that number has been reached at head table. The other tables in the meantime may have played more or less than the given number of points. All play immediately ceases, however, when the bell at Table No. 1 is tapped to indicate that the game is finished.

One or two deals around may be played out before the bell taps. The players at each table play out their hands, count points won instead of games, and score them, and then remain inactive until a signal announces that all the players are ready to move. The method of scoring is usually by punching a card on which spaces have been printed for 1 point, 2 points, and so on up, usually to 15 points. The pair having won most points progress. Another method is to provide each table with a bell, and to agree upon a certain number of points as game. Whichever table first reaches that number of points rings its bell, and play instantly stops at every other table. The partners who have scored the greater number of points at each table progress.

**Methods of Progressing.**—The winning pair at each table moves up to the next table (toward Table No. 1). The losers remain, exchanging partners with the pair coming to the table. At Table 1 the winners retain their seats, and the losers go to the foot table, or winners may progress to foot table and losers remain at Table 1. In some circles the winners at Table 1 exchange partners with the newcomers at the table.

Another plan for progressing is: After each game let the winning lady progress one table in one direction and winning gentleman one table in the other (at lowest table up to Table 1).

The losers remain at each table, but play against each other on the next deal. Or the winning lady may move up and the losing gentleman down, the losing lady and winning gentleman remaining at the table and playing as partners on the next deal. Or have the gentlemen move toward the head table, the ladies remaining seated. To avoid fatigue, this may be reversed during one-half of the evening, the ladies progressing and the gentlemen remaining seated.

In another method the same partner is retained throughout the play. After each deal, the East and West pairs each move up one table (*i. e.*, to the next lower table, at Table 1 to the foot table), the North and South pairs retaining their seats. Cut for the deal at each change.

Under the preceding method the pairs sitting all the same way at the various tables do not play against each other. When it is desired that each pair should play against every other pair, the following plan may be employed: Let the North and South pair at Table 1 act as a pivot, retaining their seats throughout the session. Let all the other North and South pairs move toward Table 1 after each deal, retaining North and South seats until they reach Table 1; when, as the North and South seats are already occupied by the pivot pair, the coming pair take East and West seats. The East and West pairs, after each deal, move away from Table 1, except at the lowest table, where they exchange for the North and South seats at the same table. Cut for deal at each change.

**Rules.**—In general, the laws of four-hand game apply.

In case a tie has occurred at any table, and (when the bell taps) either side has won their third trick of the hand which will decide this tie, they may score and progress, provided the trick has been taken in and turned down; but they can not score, even though their third trick is won, if it has not been turned down.

Lone hand may or may not be permitted at the first or head table, at the discretion of the hostess.

Ties may be decided by cutting, or where games won are scored, one-half game may be scored for each player in case of a tie. Or the players having won their points first may progress.

In case of a tie in the final score for prizes, the tied players shall play one game (or hand) to decide the score.

Or, if agreed upon, they may cut, high winning.

In case four players are tied and play off for the prize, they play as individuals, not as partners. If one of the players takes in all five tricks, he scores 3, not 4 points, and a euchre scores each of the other players, 2 points.

In case a second prize is offered, and two players are tied for highest score, they play off or cut, winner is entitled to first prize and loser to second prize. If three or more players are tied, the highest score on the play-off (or highest card on the cut) takes the first prize, next highest, the second.

In case of a tie for booby prize, the defeated player (or lowest cut) wins the prize.

If, due to an unequal number of ladies and gentlemen, a lady should play in a gentleman's place, she is considered a contestant for the ladies', not the gentlemen's prize, and if a gentleman should play in a lady's place, he is considered a contestant for the gentlemen's prize, not the ladies' prize.

In case the players can not be divided into an equal number of fours, a two or three-hand game may be played at the last table. From this table two players progress, but only the one having the most points scores, except in case of a tie in a three-hand game, when both score. The rules for two or three-hand games apply at this table. A very good rule is to allow no guest to remain at the three-hand table more than two games, allowing them to progress after the second game, whether winning or not.

**Note.**—In observing all the appropriate appointments of a progressive card party, not the least imperative feature is to select fine playing cards, all of equal quality, for each table, and at the same time handsome but different designs should be adopted for each table. Nothing mars the pleasure of an entertainment so much as to have different grades of cards—some, possibly all, poor in quality—at the different tables.

### RAPID EUCHRE.

A variation of Progressive Euchre, each game ending as soon as 5 points are scored at any table. Each table is provided with a bell, which is tapped at whatever table 5 points are first scored, ending the games at all tables—the same as if the bell were tapped at the head table in the regular progressive game. Lone hands are not permissible. The winners at the first table progress to the foot table. Otherwise, the rules of Progressive Euchre apply.

### POINTS ON CONDUCTING A LARGE EUCHRE.

The following suggestions may be of assistance in arranging for a large Euchre—modifications being made to suit the number of players, size and shape of room, etc. For such an occasion a hotel usually offers more conveniences than a hall, and in contracting for same, light, heat, dressing rooms, maids, chairs and tables should be included.

Tickets for a public Euchre are usually issued not less than three weeks in advance, the price varying to suit the occasion.

The tables and chairs for the players should be arranged in straight rows, whenever possible, progression being down one row and up the next. This style of progression and arrangement is indicated on the accompanying chart, which shows a layout for 256 players.

The 14 stars designate ladies in attendance—one in each aisle and two at each table.

### HEAD OF THE ROOM

No. 1 PRIZES FOR AISLE No. 1	No. 2. PRIZES FOR AISLE No. 2	No 3 - HEAD PRIZE TABLE.	No. 4. PRIZES FOR AISLE No. 3.	No. 5. PRIZES FOR AISLE No. 4.
*	*	*	*	*

### WIDE AISLE FOR INSPECTION OF PRIZES.

*	*	*	*	*
1	16	1	16	1
2	15	2	15	2
3	14	3	14	3
4	13	4	13	4
5	12	5	12	5
6	11	6	11	6
7	10	7	10	7
8	9	8	9	8
9	8	9	8	9
10	7	10	7	10
11	6	11	6	11
12	5	12	5	12
13	4	13	4	13
14	3	14	3	14
15	2	15	2	15
16	1	16	1	1

CORRECT PLACE FOR TIMEKEEPER  
OR CONDUCTOR.

Progression starts from head of room to the foot, progressing in a circle from table No. 16 to table No. 1, as denoted by arrow. There is no head table—seats are taken according to choice of guests, and when the game is concluded, prize winners are allotted prizes from the table at the head of the aisle in which they are seated when the game ends.

To facilitate arrangements, the following committees may be appointed to advantage:

**FIRST COMMITTEE—Three members—ON HALLS.**

This committee to make all arrangements for hotel, tables, chairs, cards, score cards, etc. They should have supervision of the chairs and tables, see that the playing cards are properly assorted and placed on the tables, etc. They should also collect the playing cards immediately after the play, with the aid of such assistants as is necessary.

**SECOND COMMITTEE—Three Members—ON TICKETS.**

This committee should arrange for the printing of the tickets, stamp or sign them, place them on sale in various places, keeping strict account of where placed, and with whom, collect tickets turned in after the Euchre and turn them over to the treasurer.

**THIRD COMMITTEE—Three Members—ON PRIZES.**

This committee should solicit or purchase prizes, select from those secured the handsomest and most expensive for head prizes, and distribute the balance for minor prizes.

If the Euchre is given for a charitable purpose, prizes may be solicited from the local stores, these being added to from the expense fund, if necessary.

If gentlemen and ladies are to play, an equal number of prizes should be given for gentlemen and ladies.

A good plan for displaying prizes is to arrange a row of tables across the head of the room—one in the center for the head prizes and one at the head of each row of tables for the minor prizes (see Chart). The prizes on the table in the center are awarded to the players in any part of the room having the higher scores, while the prizes on the tables at the head of each row of the playing tables are given to the players (exclusive of those awarded principal prizes) having the higher scores in that row (at the end of the last game). Prizes are distributed in the different aisles by the ladies who have charge of those aisles during play.

A manager (with power to appoint an assistant manager) should be appointed to have supervision of all arrangements, committees, etc. A treasurer should also be appointed to have charge of the funds, and, if any corresponding is necessary, a secretary may also be appointed.

The manager should stand in as central a position as possible (see Chart), and announce the beginning and end of the games. The assistant manager, or treasurer, may have charge of the door and of any money taken in at the same.

The manager, treasurer and secretary should act as auditors of tickets and accounts.

Guests may select any table in any aisle at which to begin play.

When the guests are assembled ready for play, the ladies in charge of the aisles should each report to the manager that all the tables in their aisles are filled. The manager should then read the rules governing the games, explaining distinctly just how long each game is to last, how progressions are to be made, how prizes are to be awarded, how ties are to be decided, whether or not lone hands are to be scored or permitted, whether or not half games are to be scored, whether the first deal of each game is to be decided by cutting or otherwise, whether losers or winners progress, whether ladies playing in the place of gentlemen or gentlemen playing in the place of ladies are entitled to the prizes for their own or opposite sex, etc. These rules should be arranged by Committee No. 1, and should be plain, clear and distinct.

After the rules are read, a bell may be tapped or whistle blown to indicate the play to begin. A good plan is to allow the games to last seven minutes each, at the end of which time a bell or whistle is again sounded to indicate progression. When all progressions have been made and games scored, the bell or whistle is again sounded for beginning the second game, and so on throughout the evening. If seven minutes are allowed for a game, twelve games may be easily played, allowing sufficient time for progression and scoring between each. At the conclusion of the last game, guests should be requested to remain seated and absolutely quiet, to avoid confusion until after the prizes are awarded. The manager then asks those present who have won twelve games (or the total number of games played) to stand up and come forward to the head prize table. If no one has won twelve games, the manager asks if any one has won eleven games; then those having won ten games are called for, the prizes being awarded to each before the next number is called for.

A good plan to decide ties for prizes is to have the tied contestants for each prize draw from numbered slips, laid face downward on the table. Thus, if there are four contestants for the prize, the slips should be numbered 1, 2, 3 and 4, and should be thoroughly mixed up and laid face downward, each contestant in turn drawing one, No. 1 being awarded first choice or prize, etc.

The principal prizes should be awarded first to the players in the entire room having won the most games, after which the prizes in each row of tables are awarded to the highest remaining scores in such row—each row being taken up in turn.

The following rules may be found of service, being modified to suit the occasion:

EUCHRE—*Points on Conducting a Large  
RULES.*

Each game will begin and end at the blowing of the whistle, and continuing exactly seven minutes.

Ladies cut for deal. Low deals—ace being low.

After the first game, the deal passes to remaining lady (the lady who has failed to progress.)

Players must continue playing and counting points until the whistle blows; then the cards must be instantly laid on the table, and the two who are winners progress and score, moving to the table next highest in number.

If a tie, all four count a half game, and the partners who score their points first progress.

There will be no lone hands.

Partners can assist.

Ladies playing as gentlemen contest for the ladies' prizes, and gentlemen playing as ladies for gentlemen's prizes.

At the conclusion of the last game, which will be announced by the manager, guests must keep their seats until the prizes are awarded.

Prizes won are given out from the table at the head of the aisle at which the winner concluded his or her last game.

Two short blows of the whistle during the game are intended to call the attention of players to some explanation.

## Five Hundred

**The Pack.**—Two-hand, 24-card pack, A (high) to 9 (low); three-hand, 32 cards, A (high) to 7 (low); four-hand, 42-card pack, A (high) to 4 (low), (deleting two 4's); five-hand, regular 52-card pack; six-hand, 62-card pack, with 11, 12 and two 13 spots. The joker may or may not be added to any of these.

**Number of Players.**—Two to six. (A good three-hand game.)

**Rank of Cards.**—As in Euchre (the bowers being used), thus: Trump suit; J (right bower), high; J of same color (left bower); A, K, Q, 10, 9, etc. Suit same color as trumps: A, K, Q, 10, 9, etc. Two suits of opposite color: A, K, Q, J, 10, 9, etc. Joker, when used, is the highest trump, ranking above the right bower.

**Cutting.**—Cut for deal. Low deals—ace being lowest of a suit; joker lowest of all. The player on the dealer's right cuts the cards after they have been thoroughly shuffled, and he must leave at least four cards in each packet.

**Dealing.**—Each player must receive ten cards; the remainder of the pack is left face down on the table for a "blind" or "widow", and must be laid out between the first and second rounds, thus: Deal three cards to each player, then lay out the widow, then four cards to each, then three, in rotation to the left, beginning with eldest hand.

**Misdealing.**—There must be a new deal by the same dealer if too many or too few cards are given to any player, or if the same number of cards is not dealt to all the players in each round; or if a card be found faced in the pack; or if, during deal or play, the pack is found to be imperfect; but any prior score made by that pack shall stand.

If the dealer exposes any card dealt to an opponent, that player may demand a new deal.

A deal by the wrong player may be stopped before the last round is dealt, but after that it stands.

If, after he has made a bid, a player is found to have either more or less than his correct number of cards, and adversaries have the right number, the widow must also be wrong. The player in error loses his bid on that deal, but his hand must be made good from the widow.

If two players have an incorrect number of cards, there must be a new deal. If a player with a wrong number plays to the first trick, the deal stands if the bidder and widow are correct.

**Objects of the Game.**—To take tricks. Player (or partners) who name trump must take full number of tricks bid, to score anything, and to avoid being set back. (See Set Back.) Adversaries score for each trick they take. (See Scoring.)

**Making the Trump.**—Beginning at dealer's left, each player bids for privilege of naming trump or "passes." A player who once "passes" can not bid thereafter. Only one bid is allowed each player.

Bids are made to take a certain number of tricks, with a named suit as trumps; or to take them without a trump. Bidder can change the suit bid on in any subsequent bid. The form of bid is generally thus: six in clubs; eight in diamonds, etc. The value of these bids depends on the table of values used. (For "Nullo" bids, see page 103.)

In bidding, suits rank as follows: Spades (lowest); clubs, diamonds, hearts, "no-trump" (highest).

In some localities the rank of suits is: Clubs (lowest); spades, hearts, diamonds, "no-trump" (highest).

No bid can be made for less than six tricks. If no one bids six or more tricks, the cards are bunched and the deal passes to the left.

In some localities, if no one bids, the hands are played "no-trump," and each trick taken scores 10, and there is no set back. (See Set Back under Scoring.) In such case the widow is not used, being left face down. Or, if agreed, it may be turned face up to be looked at, but not drawn from.

A bid to raise a previous bid must be for a higher number of scoring points, or it must be to win a greater number of tricks to make the same number of points. Thus, bid of seven tricks (see Original Schedule, page 100) in clubs (if worth 120) raises bid of seven tricks in spades (80), and eight tricks in spades would raise seven tricks in clubs, since the value of each bid is 120 points. In Avondale schedule (see page 100), there are no two bids of same value, hence there can be no complications or misunderstandings as to the relative value of bids. A player can not raise his own bid, if all other players pass.

**Irregular Bidding.**—If any player bids out of turn, such bid is void, and his partner or partners lose their right to make any bids that deal. Playing each for himself, there is no penalty for a bid out of turn.

**Discarding.**—Highest bidder takes the widow into his hand, and then discards to reduce his hand to ten cards. He may retain part or all or none of the cards taken up.

**Leading.**—After discarding, successful bidder leads any card he chooses. It is not obligatory to lead trumps.

**The Play.**—Each player in turn to the left must play to the trick, following suit, if possible. If no suit be held, player can trump or throw off a card of any other suit. Winner of first trick leads for next one, and so on.

**No-Trump Hand.**—On "no-trump" bid, the hand is played without trumps.

**The Joker.**—The Joker is the highest trump when there is a trump bid. It is always the highest card in play whether there is a trump or no trump. In NO-TRUMP bid the Joker is a suit by itself, and holder of Joker not being able to follow suit, can play the Joker or discard a card of another suit. If the holder of Joker leads it he has the privilege of naming the suit that must be played to it, but can not specify any card of that suit.

**Exposed Cards.**—The following are exposed cards, and may be called by an adversary:

Any card dropped face upward on the table, except cards played regularly to tricks.

Two cards played to the same trick.

Any cards so held in the hand that player's partner may see any portion of its face.

Any card named by the player holding it.

All exposed cards must be left face upward on the table, and are liable to be called. When such demand is made, the player must lead or play them, if he can do so without revoking. The call may be repeated at each trick until the card is played, but if the exposed card can be got rid of in the course of play, no penalty remains.

A player having one or more exposed cards on the table must not play from his hand until the adversaries have had time to call the exposed card. If he plays another card without waiting for this demand, such other card must be withdrawn if adversaries demand, and also becomes an exposed card.

**Irregularities in Play.**—If, during the play, any person is found to have too many cards, his hand is foul, and neither he nor his partner can score that deal, but are subject to the set-back penalty if they have named the trump and fail to make as many tricks as bid. They must play the hand out, however, to permit adversaries to score. This applies, also, to a bidder who has failed to discard correctly.

If the bidder or the widow has a wrong number of cards, after playing to the first trick, the adversaries having their right number, he is set back. The hand is played out to see how many tricks the adversaries can win.

Neither a player nor his partner can win a trick on which either of them has no card to play.

If a player leads out of turn, and all the others follow him, the trick stands good. If it be noticed before the trick is complete, the cards must be taken back, and the leader's card becomes an exposed card. If lead properly belongs to partner of the player in error, his right-hand adversary may call upon the proper leader to lead or not to lead a trump, but he cannot demand that any particular one of the three plain suits be led.

If the third hand play before the second, or the fourth before the third, etc., the card cannot be recalled, but must remain on the trick, as if played in proper rotation.

## TABLES OF SCORING POINTS

## GAME OF FIVE HUNDRED

## AVONDALE SCHEDULE

TRICKS	6	7	8	9	10
♠	40	140	240	340	440
♣	60	160	260	360	460
♦	80	180	280	380	480
♥	100	200	300	400	500
No Trump	120	220	320	420	520

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## Original Schedule

If Trumps Are	6 tricks	7 tricks	8 tricks	9 tricks	10 tricks
Spades	40	80	120	160	200
Clubs	60	120	180	240	300
Diamonds	80	160	240	320	400
Hearts	100	200	300	400	500
No Trump	120	240	360	480	600*

If reverse order of suit values is used, table of points is as follows:

## Inverted Schedule

If Trumps Are	6 tricks	7 tricks	8 tricks	9 tricks	10 tricks
Clubs	40	80	120	160	200
Spades	60	120	180	240	300
Hearts	80	160	240	320	400
Diamonds	100	200	300	400	500
No Trump	120	240	360	480	600*

NOTE—The Avondale Schedule is recommended because it contains no two bids of same numerical value and more nearly equalizes the value of the suits.

If a player fails to follow suit, when able to do so, it is a revoke. Upon the revoke being claimed and proved, the hands shall be immediately abandoned. If it is an adversary of the bidder who has revoked, the bidder scores the full amount of his bid, while the side in error scores nothing. If it is the bidder who revokes, he is set back the full amount of his bid, and the adversaries score any tricks they may have taken in up to that time.

**Partners.**—The four, five and six-hand are partnership games—the four-hand, two against two; six-hand, three pairs of partners. There are various forms of the five-hand game. In some localities successful bidder designates any one player as his partner during that hand, and such player can not refuse; in others, one partner on bid of six or seven, and two partners on bid of eight, nine or ten. In other localities he may call upon holder of a certain card to act as his partner; as, the player holding a named trump which is missing from bidder's hand, or a high card of a plain suit which he needs to strengthen his hand. Bidder does not know who his partner is until card called for falls in the natural course of play.

In some localities the holder of the card called for announces it at once.

**Scoring.**—After hands are played out, if bidder takes as many tricks as he bid, he scores as per any one of the Tables of Points on page 100.

In no case can the bidder score more than amount he bid, unless the bid was for less than 250, and he takes all ten tricks, when he may score 250 instead of amount bid.

Each player opposed to bidder scores 10 for each trick individually taken.

**Set Back.**—If bidder fails to take as many tricks as he bid, he is "set back;" that is, the number of points bid are deducted from his previous score. If a player is set back before he has scored anything, or more points than he has scored, he is "in the hole" (indicated by drawing a ring around the minus amount). Partners are set back together the full amount bid.

**Game.**—Game is 500 points up. If one side gets 500 in the hole, it loses the game.

If more than one player scores game on the same hand, and one of them is bidder, bidder wins if he makes good his bid. If neither is the bidder, player first winning enough tricks to make his score 500, wins.

If any player scores out during play of a hand, balance of hand is not played, unless the bidder can win out. Abandoned hands must be shown, to prove there has been no revoke.

A player may be 100 in the hole and score out on a 600 bid.

#### FIVE HUNDRED FOR TWO.

When two wish to play Five Hundred, the 33-card pack is used and a dead hand is dealt to the left of the dealer, besides the usual widow in the center of the table.

This dead hand must not be touched nor any card in it looked at, the idea of the game being that the bidder should speculate on the aces and kings which are out against him being in the dead hand, and not among his adversary's cards. This makes bids of seven or eight at no-trumps quite common.

The higher bidder takes the widow as usual, and in all other respects the game is the same as the regular Five Hundred for three players. The Avondale schedule is recommended for the scoring, as there are no ties.

### GAMES OF 1,000 AND 1,500.

The pack, rank of cards, deal, bid, lead and play are the same as in Five Hundred. In counting the hands, each player scores additional points, as follows: For each ace taken in, 1 point; each K, Q, J and 10, 10 points; each 9, 9 points; each 8, 8 points, etc., each card taken in being counted at its numerical value. Joker does not count. These additional points are not reckoned toward making the bid good, and are thrown out if bidder is set back through failure to take number of *tricks* bid.

In 24-card pack there are 50 of these additional points to each suit, or 200 in all; 32-card pack, 65 to a suit, or 260 in all; 44-card pack, 80 to a suit, 320 in all; 52-card pack, 85 to a suit, 340 in all; 60-card pack, 114 to a suit, 456 in all.

Game.—1,000 or 1,500 points, as agreed upon.

### PROGRESSIVE GAME OF FIVE HUNDRED.

Before play, each player is furnished with a score or tally-card, designating table at which he is to begin play. For four and six-hand play, it is also necessary to designate partners. Thus, four-hand, tally-cards may be marked: Table A 1, A 2, A 3, A 4; one and three playing partners against two and four. Six-hand: Table A 1, A 2, A 3, A 4, A 5 and A 6; the odd numbers playing partners against the even.

The game then proceeds as in the regular game of Five Hundred.

Scoring.—A pad of score-sheets is furnished each table. After hands are played out, count all points made or set back, and enter score of each player individually on score-sheet. (In partnership play each player is credited with entire amount made by the partners.) Entry on score-sheet is made by one player and O. K.'d by adversary. Score-sheet is then turned over to scorer. Scorer keeps a general score-sheet, with plus and minus column for each player. At end of each game, amounts made or lost by the various players are entered in the proper columns (all points won being entered in the plus column and all "set backs" in the minus column). At the end of the afternoon's or evening's play, the points won by each are added up, and the points lost (through "set backs") are deducted therefrom. The player having the highest number of points, after all "set backs" are deducted, wins.

**Progressions.**—Play one deal for each player at table and then progress. Three-hand, high player progresses; four-hand, winning partners; five-hand, two players with highest scores; six-hand, three winning partners. Any preferred style of progress may be used.

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## Five Hundred — “Nullo” Bid

Some like to play a variation in which a player may bid “Nullo” and obligates himself not to take a trick. Bidder leads, and in a partnership game plays alone against opponents. The value of the bid is 250, and in the Avondale schedule it ranks between eight spades and eight clubs.

In case bidder takes one or more tricks, he is set back 250 points, and opponents score 10 for each trick he (bidder) takes. In non-partnership games, *each* opponent scores for tricks bidder takes.

In playing Nullos, the Joker should be removed, but if allowed to remain it is a suit by itself. Holder of Joker, not being able to follow suit, can play the Joker or discard a card of another suit. If the holder of Joker leads it, he can specify the suit that must be played to it, but can not specify any card of that suit.

## Laws of Five Hundred

**Formation of Table.**—1. If there are only three candidates for play, they cut for the first deal. If there are four, they cut for partners and deal, if they play in partnership. When four play without forming partnerships, the dealer takes no cards. Partners are the lowest two cards out.

2. If there are five candidates for play, they cut to decide which three or four, as agreed, shall play the first game. At the end of the game, the players cut to decide which shall give way to those waiting their turn. A table is complete with five players, of whom four should play, with or without forming partnerships.

3. In cutting, the lowest card has the choice of seats, and deals the first hand. The joker is the lowest card in cutting, the other cards ranking from the 7 up to the king, which is the highest card. In cutting the ace is low; in play, high.

4. Players cutting cards of equal value cut again; but the new cut decides nothing but the tie.

**The Deal.**—5. When three play, or four without partnerships, the pack shall consist of 33 cards, all below the seven being deleted, and the joker added. When four play as partners, the pack shall consist of 43 cards; the 6's, 5's, and two black 4's being added to the usual 33-card pack. By agreement the joker may be omitted from the pack. If a pack does not contain a blank card, or 53rd card, the deuce of spades shall be the joker.

6. Any player has a right to shuffle the pack, the dealer last.

7. The dealer must present the pack to the pone, the player on his right, to be cut, and at least four cards must be left in each packet. If a card is exposed in cutting, the pack must be reshuffled, and the same dealer must deal again.

8. The dealer can not lose his deal.

9. Any player dealing out of turn or with the wrong cards, must be stopped before the last card is dealt, or the deal stands.

10. Beginning on his left, the dealer shall distribute the cards three at a time to each player in turn, and then lay off three cards for the widow, all face down. He shall then give each player four cards, and then three cards. The deal passes to the left.

11. There must be a new deal by the same dealer if any card is found faced in the pack, or if the pack is proved incorrect or imperfect; but any previous scores made with the imperfect pack stand good. An imperfect pack is one in which there are missing or duplicate cards, or cards so torn or marked that they can be identified by the backs.

12. Should a player expose any of his own cards, he has no remedy. Should the dealer expose a card dealt to any player but himself, that player may demand a new deal.

**Misdealing.**—13. It is a misdeal, and there must be a new deal, by the same dealer, if the cards have not been properly cut;

if the dealer does not give the same number of cards to each player on the same round; if he gives too many or too few cards to any player; or if he deals too many hands; or if he neglects to lay out the three cards for the widow after dealing the first round and before dealing the second.

**Bidding.**—14. Each player in turn, beginning on the dealer's left, has one bid. The rank and value of the bids is as shown on page 100.

15. The successful bidder shall score the exact value of his bid, if he wins as many tricks as he bids, but no more; except as provided for in Law 38.

16. No penalty for bidding out of turn in three hand.

17. Bidders must name the number of tricks and the suit; as, "Six in spades," or "Seven in no-trumps." There are no second bids, and a player who has once passed can not come into the bidding again.

18. Should two bids be equal as to points, the bidder that offers the greater number of tricks shall have the preference. Eight in diamonds will outbid seven at no-trumps, although both are worth 240; but six at no-trumps will outbid seven in spades; because the no-trump bid is worth 40 points more.

19. A bid having been made, the next player in turn to the left must bid higher or pass.

20. A bid once named can not be recalled, and a player having once named a certain number of tricks can neither increase the number nor change the suit.

21. If no one will bid, the hands may be played as no-trumpers, the eldest hand leading for the first trick and each player being for himself. Each trick taken counts 10 points to the player winning it, but the widow remains untouched.

**The Widow.**—22. The successful bidder takes the widow, without showing it, and discards to reduce his playing hand to ten cards. His discard must be kept under the tricks he wins; but the three cards in it do not count as a trick.

23. Should any player but the highest bidder take up the widow, or look at any card in it, the successful bidder may either demand a new deal or may let the deal stand, the player looking at the widow being debarred from scoring anything on that deal. If there is no bid made, a player unlawfully looking at the widow may be called upon to take it and to play six at no-trumps; or there may be a new deal. If the others disagree as to the penalty, the six at no-trumps shall be played.

**Playing.**—24. The successful bidder, after having taken the widow and discarded, always leads for the first trick. He may lead any card he pleases, and the others must follow suit, if they can. The winner of one trick leads for the next, and each player keeps in front of him the tricks he individually wins. If the bidder leads the joker in a no-trumper, he must name the suit to be played to it. Players not able to follow suit may trump or discard at pleasure.

**Irregular Hands.**—25. If any player is found not to have his right number of cards, or if there are not three cards in the widow, it is a misdeal. But if any player with a wrong number of cards has played to the first trick, the successful bidder and the widow having the right number, the deal stands good; but the player or players with irregular hands can not score anything on that deal.

26. If the bidder or the widow has a wrong number of cards, after playing to the first trick, the bidder loses his game, and must be set back; but if both adversaries have their right number of cards, the hand must be played out, in order that they may score for tricks. If both bidder and an adversary have a wrong number, the deal is void.

**Exposed Cards.**—27. If, during the play of the hand, a card is exposed by either of the bidder's adversaries, as by dropping it face upward on the table, playing two cards at once, or holding it so that partner can see it, the bidder may demand that the card be left on the table, to be called by him upon any trick, provided the call shall not require the holder of the exposed card to revoke. If two cards are played to the same trick, the bidder may elect which shall be played, and the other shall become an exposed card.

28. The bidder must demand the play of an exposed card before he plays himself, and the adversaries must give him reasonable time. If the holder of an exposed card can lead it, or can get rid of it in play, he can not be prevented from so doing.

**Playing Out of Turn.**—29. If either of the bidder's adversaries leads out of turn, the bidder may call a suit from the one that should have led, or he may call upon him not to lead the suit of the exposed card. Should it not be the turn of either adversary to lead, the bidder may call a suit from the one that first obtains the lead, or may demand that he do not lead the suit of the exposed card, the card remaining on the table as a marker for the penalty that is due.

30. Should the bidder play to the false lead without challenging it, the third player must follow suit also, and the trick stands good. If the bidder is the last player on the trick, he may play to the false lead or not, as he pleases, and the second player will be bound by his decision.

**The Revoke.**—31. A revoke is a renounce in error or failure to comply with a performable penalty. If a revoke is claimed and proved, the hand in which it occurs may be immediately abandoned. If the bidder is the one in fault, he is set back the amount of his bid, and the adversaries score for any tricks they may have taken up to that time. If an adversary of the bidder revokes, he can not score anything that hand, and the bidder can not be set back; but must score his bid as if he won. The adversary who has not revoked may score for any tricks he has taken in.

32. A revoke may be corrected by the player making it, before the trick is turned and quitted; unless the player in error has led or played to the following trick.

33. If a player corrects his mistake in time to save the revoke, the card played in error becomes exposed, and can be called by either adversary if exposed by the bidder, or by the bidder if exposed by either adversary. If a revoke is corrected by the second player to the trick, the third player may withdraw his card without penalty.

**Looking Back.**—34. No player is allowed to see any but the last trick turned and quitted, under penalty of having a suit called from him.

35. The bidder is not allowed to look at the cards he has laid out for the widow or discard, after he has played to the first trick, under penalty of having a suit called from him by the player on his right.

**Scoring.**—36. The game is 500 points up. If one side gets 500 points in the hole, it loses the game. When 4 play, the dealer taking no cards, the highest score at the end of 12 deals is the winner of the game.

37. The bidder always has the first count, and if he has made good his bid, he scores it. If this gives him enough to reach 500, he wins the game, even if either or both his adversaries have made enough to put them 500 on that deal.

38. The bidder can not score more than his bid unless he wins all ten tricks, in which case he scores 250 if his bid was for any less amount. If he has bid more than 250, he scores nothing extra for any over tricks he may make.

39. If the bidder fails to make as many tricks as he bid, he is set back the full amount of his bid.

40. Each adversary scores 10 points for each individual trick that he takes. The adversaries must keep their respective tricks separate, in order to verify their scores.

41. If the bidder can not reach 500, and both adversaries have enough to put them 500, the one that first got the trick necessary to put him out, wins the game. When two players are nearly out, neither of them being the bidder, the one that first reaches 500 should claim the game, on condition that the bidder does not win it on that deal.

**The Joker.**—42. The joker is always the best trump, ranking above the right and left bowers. When the bid is no-trumps the joker is the only trump, and is practically a suit by itself. When there is no 53rd card in the pack, the deuce of spades shall be the joker.

43. The holder of the joker at no-trump, not having the lead, is not allowed to trump with the joker as long as he can follow suit. Having none of the suit led, he can trump with the joker, or discard, as he chooses.

44. If the holder of the joker has the lead in a no-trumper, he may lead the joker; but he must specify the suit that shall be played to it, and he may name any suit he pleases.

# Conquain

(COON-CAN)

**The Pack.**—40 cards; omit 8, 9, and 10 of each suit.

**Number of Players.**—Two or three. When three play, two only take cards, each player remaining out one deal in turn.

**Cutting.**—Cut for deal—low deals, ace being lowest card.

**Shuffling.**—Either player may shuffle, dealer last, and dealer's opponent cuts.

**Dealing.**—Deal ten cards to each—two at a time alternately, beginning with pone. Balance of pack (talon) is laid face downward on the table. Each player deals one game in turn.

**Objects of the Game.**—To show on the table eleven cards, made up of any of the following combinations:

Three cards of same denomination—“triplet.”

Four cards of same denomination—“fours.”

Three cards or more of one suit in numerical rotation—“sequence.”

The ace is in sequence with the 2—not with king.

Player first combining *eleven* cards in above manner wins game.

**The Play.**—After cards are dealt, pone (dealer's opponent) turns up the top card of the talon. If he can use this card to form a combination with others in his hand, he may place it face upward in front of him and add at least two cards from his hand to form the combination. The player must show how he uses the turned card, and is never allowed to put it in his hand. If he cannot or does not wish to use it, the dealer has the privilege.

Should either player use a card taken from the talon he must discard one from his hand in its place. His opponent may use this discarded card or pass it, turning it face downward. Each player must discard a card in this manner after using a card face upward on the table from the talon or a discarded card from opponent's hand. If a player uses his opponent's discard, he must discard to fill its place, and the other player may in turn use this discard.

If neither player uses the card turned up on the pack, the last player to pass it lays it aside, face downward, and turns up the next card on the talon, uses it in a combination, or passes the privilege to his opponent. This continues until the talon is exhausted or one of the players has eleven cards on the table in combinations.

Any card of a “fours” combination, or either end card of a sequence of four or more cards, may be borrowed to form other

combinations. No card may be borrowed, however, leaving less than three cards in the combination from which it is taken.

A player may pass a turned-up card which can be used in a combination he has exposed on the board, unless opponent objects, in which case it must be added to the combination. To force his opponent to use a card a player discards, such player must place it with the opponent's combination. If player lays it on the table, opponent may pass it, after which player cannot object. If either player examines a card or cards which have been turned down, his opponent may examine all the turned down or passed cards. If either player examines any cards in the talon (except turned-up card), opponent may examine all cards in the talon without disturbing their rotation. Should a player turn up a card out of turn, his opponent can demand the first "say" to that card.

**Scoring.**—Each player begins with an equal number of counters. Each deal is a game, and as soon as one player succeeds in combining eleven cards, his opponent pays him one counter. If neither score eleven, it is a tie, and each puts one counter in the pool. First player making eleven takes all chips in the pool and is paid one additional counter by opponent.

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## Rum—Khun Khan

(As Played in London Clubs.)

**The Pack.**—Two full packs of 52 cards each and two jokers, all shuffled together and used as one. The suits have no rank.

**Number of Players.**—From two to five. If more than five offer to play, the table is selected by cutting.

**Cutting and Shuffling.**—The pack is spread face down and cards drawn for first deal and choice of seats. High deals the first hand and deal goes to the left. King is high, joker is low, ace next lowest to joker. Each player has the right to shuffle, dealer last. Player to right of dealer cuts, leaving at least four cards in each packet.

**Dealing.**—Ten cards are given to each player, one at a time. The next card turned face up and laid beside the pack, which is left face down. The faced card is called the "stock", or rubbish heap. If any player is given a wrong number of cards, there must be a fresh deal by the same dealer. It is not a misdeal if the cards are exposed in any way.

**Objects of the Game.**—To get rid of all the cards dealt to the player, who lays them out in sequence and suit of three or more, or as three or more of the same denomination.

**The Play.**—After examining the cards dealt him, the player to the left of the dealer has the first say, and after him each player in turn to the left. He may draw the top card from the pack or from the stock, but he must take one or the other, and having touched one, cannot change. He may then lay out in front of him, face upward on the table, three or more cards of the same denomination, or any sequence of three or more of the same suit. The ace may be used below the deuce or above the king, but it cannot be used to make a round-the-corner straight, as king-ace-deuce. The joker may be called anything the player pleases, whether he has the duplicate of that card in his hand or not.

**Discarding.**—No player is obliged to lay out any combination, but he must discard, face up on the stock, a card to take the place of the one he has drawn, unless he can lay down all his cards without discards. Having discarded, it is too late for him to lay out any combinations or to get rid of any other cards until it comes round to him again.

**Fattening.**—Each player in turn, after drawing and before discarding, has the right to fatten any combinations laid out by other players. He may add a 10 to three 10's, or a 7 of hearts to the 4, 5, 6, or both; and he may make as many of these plays as his cards permit.

**The Joker.**—If the joker is laid down as part of a sequence, it must be placed at the end of the line that it is intended to represent. If it follows the 6 and 7 of clubs, it is the 8. If it precedes, it is the 5. If a joker stands at the open end of a sequence, any player has a right to move it to the other end. If the run is 6, 7, joker, any player may put the 8 where the joker is and place the joker at the 5, laying it crossways, to show that it has been moved, because it cannot be moved a second time. If the joker is in the interior of a sequence, such as 6, joker, 8, it cannot be disturbed.

**The Points.**—The first player to get rid of all his cards wins the game, and play ceases at once. All the combinations faced on the table and both pack and stock are laid aside, and each player in turn, to the left of the winner, exposes and counts the pip value of the cards he has left unplayed, the joker being worth 15, aces 11, kings, queens and jacks 10 each, and all others their face value. The total number of points in each hand goes to the credit of the winner and then the deal passes to the left.

**Tie Games.**—In case no one wins the game before the pack is exhausted, the players continue to draw from the stock, each in turn being obliged to lay out a different card from the one taken in. If that does not finish the game, each player counts his pips and puts their value into a pool, to be taken by the winner of the next hand.

## Rum

(This is a Combination of Conquain and Whiskey Poker.)

**The Pack.**—Full pack of 52 cards, which rank from the king down in sequence to the ace. The suits have no rank.

**Number of Players.**—From two to six—four to six making the best game.

**Cutting and Shuffling.**—The cards are spread and drawn for choice of seats and the first deal. Low wins and ace is low. Each player has the right to shuffle, the dealer last. Player to the right of the dealer cuts.

**Dealing.**—When two play, ten cards are given to each; when three play, seven cards to each; when four or more play, six cards to each. Cards are dealt one at a time and the next card is turned face up, and placed beside the stock, which is left in the center of the table, face down.

**Objects of the Game.**—To get rid of the cards dealt to the player by laying them out in triplets or fours, or in sequence and suit of three or more.

**The Play.**—The player to the left of the dealer must either draw a card from the top of the stock, without showing it, or must take the card that lies face up beside the stock, discarding one in its place after he has seen what he gets, but before taking it into his hand, thus not being allowed to discard the card he draws.

If he holds three of a kind, such as three 10's, or three of any suit in sequence, such as 6, 7, 8 of clubs, he may lay them on the table in front of him. If he has no such combination he should draw so as to get one together.

The eldest hand having played, each player in turn to his left must draw a card and may lay out any combination he holds, after discarding a card in place of the one drawn. Only one combination can be laid down at a time. After a few plays there are usually several cards on the table face up and the player has his choice of them, or can draw a card from the top of the stock.

The game is sometimes rendered more difficult by having only one card face up, each discard being placed on the top of the original faced card, so that there are two piles to draw from, one face up and one face down, but only the top card may be taken from either. This makes the game much longer, but adds to the skill demanded, as the cards passed must be remembered.

After drawing from the stock and discarding, any player may get rid of one card in his hand by putting it on some combination already laid down by another player. If he holds the 8 of hearts, for instance, and someone has laid the 5, 6, 7 of hearts on the table, the 8 may be added to those three cards, but only one card at a time may be got rid of in this way.

The first person to get rid of all the cards dealt to him and drawn by him, either by laying six on the table in front of him, or by laying four or five and giving the others to other players' layouts, discarding his last card, wins the game, and the others settle with him according to the number of pips on the cards they have left in hand, ace counting 1, and so on up, the jack 11, queen 12, and king 13.

No player is allowed to lay down any combination or get rid of any card except in his proper turn, so that if a player wins the game it is too late for any of the others to lay down or get rid of any cards that they could have got rid of. It is usually better for those who cannot use any of the cards faced on the table to draw from the stock, on the chance of getting something to fit their hand, but in case of doubt it is wiser to play for the smaller combinations, such as three treys than for three jacks, because if you do not get the third one before some player wins the game, you will have to pay for the pips on the cards you hold.

If all the stock is drawn before any player wins the game, there are two ways to play: 1. All the hands are shown and the lowest pip value wins. In this method the play ends with the person who draws the last card, the next player not being allowed to use his discard. 2. The discards are all gathered up, shuffled and cut, and the top card turned face up, the remaining cards being left face down, and the game proceeds as if the original stock were still there.

**Variations.**—In some localities a player holding combinations, which include every card in his hand, may lay the entire hand down at once, scoring double the pip value of the cards left in opposing hands.

The game is sometimes varied by making the order of operation for each player—Draw, Play, Discard—instead of Draw, Discard, Play.

## Boat House Rum

This is another popular variation of Rum, in which the players, hands are not shown until a player declares Rum with a completed hand.

**The Pack.**—The full pack of 52 cards is used. In settling the King, Queen, Jack and Ten count 10 points each, all others their face value. In some localities the point system is not used, players paying one or more chips for each card that cannot be matched in sequence or in three or four of a kind.

**Rank of Cards.**—Sequence of three or more must be of the same suit. The Ace, 2, 3, etc., may be used in a "round the corner" sequence of the same suit, as 2,1, King of same suit is a sequence.

**Number of Players.**—From two to six, but four or five makes the best game.

**Object of the Game.**—To draw cards that will make up runs of three or more of the same suit, or three or four of a kind and to continue improving the hand until some player declares ‘Rum.’ ‘Rum’ is declared when a player, after drawing and laying a card face down, has his entire hand matched.

**Dealing.**—Any one may deal the first hand, subsequent hands are dealt by each winner. When two play, seven cards are dealt to each, one at a time; when three play six cards are dealt to each or 9 cards minus the number of players are dealt to each player. The deal completed, the next card is turned face up beside the stock, which is placed face down.

**The Play.**—Each player in turn, beginning at dealer’s left draws either the two top cards of the exposed cards if available, or one from the top of exposed cards and one from the top of the stock; or one card only from the stock. He cannot draw a card from the exposed cards after drawing a card from the stock. He then discards only one card placing it face up next to the stock cards. When all cards are faced up, the top card is left face up the remainder of pack is then shuffled and placed face down and play continues as before.

**The Show Down.**—As soon as any player declares Rum he must place all his cards face up. A penalty should be agreed upon, payable to each player if declaration is not correct. All the other hands are then shown in the same manner. The winner is then paid a certain amount for each unmatched card as agreed upon or as in the point system he is paid for the number of pips on the cards; King, Queen, and Jack counting 10 each.

**Draw.**—When only one card is left it is then a draw, each player putting into a pool the amount of chips his unmatched cards call for, the winner of the next game taking the pool.

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## Poker Rum

This is a variation of Rum, in which no cards are laid down until the final show-down of all the hands, as in Whiskey Poker.

**The Pack.**—The full pack of 52 cards is used. In some places the double pack is used when there are four or more players. In settling, the A, K, Q, J, 10 are worth 10 points each, all others their face value.

**Rank of Cards.**—Sequences of three or more must be all of the same suit. The ace may be at the end of an A, K, Q run, or of a 3, 2, A sequence, but it cannot be used for a round-the-corner, such as K, A, 2. Three or four of a kind may be of any denominations when the double pack is used.

**Number of Players.**—From two to six, but four or five makes the best game, especially with the double pack and ten cards to each player. There are no partners, each being for himself.

**Objects of the Game.**—To draw cards from the stock that will make up runs of three or more in suit, or three or more of a kind, and to continue improving the hand until the pip value of the unmatched cards in the hand is 15 or less, after having drawn and discarded.

**Dealing.**—When two play, ten cards are given to each, one at a time; when three play, seven cards to each; when four play, with the single pack, six cards to each. When the double pack is used, ten cards are given to each in every case. The deal completed, the next card is turned face up and laid beside the remainder of the pack, which is left face down.

**The Play.**—Each player in turn, beginning on the dealer's left, must draw a card from the top of the pack, putting it in his hand without showing it, or take the card that is face up beside the pack. He then discards any card he pleases, placing it face up beside the pack and covering any faced card that may be already there.

**The Show-Down.**—As soon as any player finds, after he has discarded and drawn, that the pip value of his unmatched cards is 15 or less, he may stop the game by laying his cards on the table face up, although he is not obliged to do so. The moment a player lays down his hand in this manner, he shows what runs and triplets or fours he has, pushing them aside, and announces the pip value of the remainder. All the other hands are then shown in the same way.

Suppose the game is three-hand, with seven cards each, A draws an 8, which gives him three 8's, and he already holds a run of 3, 4, 5, with a king and 9 outside. He discards the king and calls a show-down, having 9 points only. If neither of the others can show less than 9 points in their deadwood, they pay A the difference. If either has less than 9, A and the other pay him. Suppose all that B had when the show-down came was a run of four and K, Q, 3 outside. For these 23 points he would have to pay A the difference, 14. In case of ties, for low, both win from the high man.

**Scoring.**—Each hand may be settled for at once with chips, or a record kept of winnings and losses and balanced at the conclusion of play as it is in Skat. (See that game, page 152.)

## Poker Gin

This is a variety of Poker Rum, in which ten cards are always dealt, regardless of the number of players, but the pip value of the unmatched cards must be 10 or less, instead of 15 before a player can lay down his hand. It differs from Poker Rum in allowing the other players to add to the combinations shown by the one who stops the game with a show-down. This is done in turn to the left.

**For Example:** After drawing the 8 of hearts, A lays down the 6, 7, 8; the 2, 3, 4 of clubs and three kings, showing the 6 of diamonds as his deadwood and discarding the ace of diamonds. This means he will stand at 6 points.

One of his opponents, B, observed A to take in the king of spades and afterward to pass the queen, so he knew A had a triplet of kings and therefore kept his own king. Besides this king, B holds the 2, 3 of diamonds; 5, 6 of clubs; 5, 6 of hearts; 5, 6, 7 of spades. In Poker Rum, all he could lay down would be three 5's and three 6's, paying for 22 odd points. In Poker Gin, he lays down the 5, 6, 7 of spades, gives A the king, puts the 5 and 6 of hearts at the bottom of A's sequence, and the 5, 6 of clubs at the top of A's other sequence and has only the two small diamonds left, standing at 5 point and being the winner instead of A.

This game is usually played at 100 points up, the person first reaching that amount winning the difference between 100, even if he exceeds that figure, and the points scored up to that time by others. For instance, if A were 96 and made 70, while B stopped at 60, A would win only 40 points.

If a player calls, "Pay me," when he has more than ten in his deadwood, he forefeits 5 points and takes up his cards again. If the caller's opponent can bring his deadwood down to less than the caller's, he wins 10 points extra. In the example given above B would win 11 points from A.

**Note.**—In any form of Rum for more than two players, it often happens that a card is covered before it comes to the turn of a player that really wants it. This has led to allowing that player to buy it, if its rightful owner does not want it, paying its face value in chips into a pool. This pool is won by the player who gets out first.

# American Pinochle

## TWO HAND.

**The Pack.**—48 cards, two each (A, K, Q, J, 10 and 9 of each suit), or 64 cards (adding the 8's and 7's of each suit.)

**Number of Players.**—Two.

**Rank of Cards.**—A (high); 10, K, Q, J, 9, 8, 7 (low). With 48-card pack, 9 is low. If two cards of same suit and denomination fall on one trick, the card that is led wins.

**Cutting.**—Cut for deal—high deals, cards ranking as above. Ties, recut.

**Shuffling.**—Either player may shuffle cards, dealer last, and dealer's opponent (pone) cuts, leaving at least five cards in each packet.

**Dealing.**—48-card pack—twelve cards to each, four at a time, beginning with pone. Next (25th card) is turned for trump. 64-card pack—sixteen to each, four at a time (38th card turned for trump). If the trump turned is a 9 (48-card pack) or a 7 (64-card pack), dealer scores 10 points for it at once. The said 9 or 7, as the case may be is called Dix (pronounced "Deece.") The balance of the pack (called the Talon) is placed face downward on the table, and the trump card is placed beside it, face upwards.

**Misdealing.**—Misdeal does not lose the deal. New deal by same dealer is required, as follows:

If dealer exposes a card belonging to pone or to talon, pone may require a new deal.

If, before first trick is turned down, either player is discovered to have too many cards.

If a card, faced in pack, is discovered before first trick is turned down.

If pack is found to be incorrect.

If either player exposes one of his own cards, deal must stand.

A card found faced in the talon (undealt portion of pack) after first trick is turned, must be turned face down in its proper position in the pack.

If, before first trick is turned, a hand is found to be short of correct number of cards, pone may require new deal, or require dealer to supply deficiency from top of pack.

**Objects of the Game.**—To form, during play, certain *combinations of cards* of counting value which are called "melds" (see Table No. 1), and to take in, on tricks, certain cards of counting value. (Table No. 2.)

## Table No. 1.

### CLASS A.

Common Marriage (K and Q of any one plain suit) . . .	20	points
Royal Marriage (K and Q of trump suit) . . . . .	40	"
Royal Sequence (A, K, Q, J, 10 of trumps) . . . . .	150	"

## CLASS B.

Pinochle (Q of Spades and J of Diamonds) . . . . . 40 points

## CLASS C.

Four Jacks	(1 each of the four suits)	40 points
Four Queens	" "	60 "
Four Kings	" "	80 "
Four Aces	" "	100 "

Table No. 2.

Each Ace	(taken in on tricks)	11 points
Each Ten	" "	10 "
Each King	" "	4 "
Each Queen	" "	3 "
Each Jack	" "	2 "

The last trick counts 10 points for player taking it.

Among some players A's and 10's each count 10 points, K's and Q's each 5 points, J's count nothing. Among others, A's, 10's and K's count 10 points each, Q's and J's count nothing. This simplifies the counting of points in tricks after the hands are played out.

**The Play.**—Pone leads any card, and dealer plays any card on it. It is not necessary to follow suit, even in trumps, until the stock is exhausted by drawing from it. Higher card of suit led wins the trick unless trumped, when trump wins. If two cards of equal value are played to the same trick, the leader wins. Winner of trick may meld any *one* combination which he holds, but he must do so before drawing his card from the stock, by laying the cards composing such combination face up on table. He scores for such meld immediately. Player holding nine of trumps may, upon taking a trick, exchange it for the trump card and score 10 points, but if he makes any other meld on the same trick, the 10 points for the Dix are lost.

A card used in one combination cannot be used in another combination of less or equal value in the same class. For instance: K and Q of trumps declared as Royal Marriage may be used again in sequence, but if used in the sequence first, they cannot thereafter be scored as a marriage, the latter being a combination of less value and of the same class as the sequence. Again, if K and Q of any suit have been declared, another K or Q cannot be added to either of the cards to reform the marriage; but three other Q's or K's, each of a different suit, may be added to the Q or K to make four Q's or four K's.

After melding, if he has a meld, winner of trick draws top card from the talon (his opponent taking the next card), and leads for the next trick. The play continues in this manner until the talon is exhausted.

After the talon is exhausted, the second player on each trick must not only follow suit, but must win the trick, if possible. Holding no card of suit led, player must trump, if possible.

Neither player can meld except immediately after taking a trick, and before drawing from the talon. Only one combination can be melded for each trick taken. Cards used in melding may afterwards be led or played on tricks.

**Irregularities in Play.**—A lead out of turn may be taken back without penalty, if discovered before opponent has played to it; otherwise it must stand.

If either player has too many or too few cards after the first draw, opponent may allow player in error to play without drawing until his hand is reduced to the proper number of cards, if he has too many; or to fill his hand from the talon if he has too few.

If, after the talon is exhausted, a player fails to win a trick, when possible, his opponent may demand that the cards be taken back and replayed from the trick in which the error was made.

**Calling Out.**—Each player should keep mental count of his score toward the end of the game, as the first one that correctly announces that he has reached 1,000 points wins the game, no matter what the other man's score may be. If he calls out when he is not out, he loses the game. A player may call out at any time, whether he is in the lead or not, but neither player can call out after he has picked up his cards to count his points. He must call out before the last trick is taken in or not at all. If both are 1,000 and neither has called out, the game must be continued to 1,250 points.

If a player makes a meld which is enough to put him out, it is not necessary to win another trick to make the meld good. If the 10 points for the last trick is enough to put a player out, he must call out before he picks up the trick.

**Irregularities in Drawing.**—If a player neglects to draw at his proper turn, his opponent may declare the deal void, or may allow player to draw two cards after the next trick.

Player drawing two cards at once may put the second card back without penalty if he has not seen it, otherwise he must show it to opponent.

Player drawing out of turn must put back card drawn, and if such card belong to opponent, player in error must show his own card to opponent. If both players draw erroneously, the draws must stand.

If the loser of a trick in drawing looks at two cards, his opponent may look at two cards after the next trick, and may take into his hand whichever he chooses. If he takes the second card, he need not show it.

Should there, through error, remain only two cards in the talon besides the trump card after the next to the last trick, the winner of the last trick must take the top card, his opponent taking the trump, leaving the last card of the talon unexposed.

**Scoring.**—After hands are played out, each player's cards are counted according to Table No. 2 (see Objects of the Game),

and the points taken in tricks added to the scores for melds made during progress of the game.

There are many devices made for scoring Pinochle, and it may also be scored on a sheet of paper after the method used in Cribbage.

A convenient method of scoring is with poker chips—nine blue chips representing 100 points each, four red chips, 20 points each, and two whites, 10 points each. These are arranged in a row on the table, and chips representing the proper number of points are moved forward on the table as points are made.

**Example.**—Suppose A and B are playing. A wins first trick, and, announcing Royal Marriage, he pushes two red chips forward. On next trick he announces four Q's, taking back the two red chips and pushing forward one blue chip. In this way any number of points may be indicated with the chips as apportioned above.

**Game.**—1,000 points. If a player claims game and if found to have less than 1,000 points, he loses and opponent scores the game, no matter what opponent's score may be. If both reach 1,000 without either calling out, the game must be set to 1,250 points.

### THREE AND FOUR-HAND PINOCHLE.

Three-hand, use 48-card pack, four-hand, either 48 or 64-card pack. Cut for deal as in two-hand game. Four-hand, higher two are partners against lower two.

Deal in three-hand (and four-hand when 64-card pack is used) 16 cards, four at a time to each, in rotation to left, beginning with eldest hand. In four-hand game with 48-card pack, 12 cards to each. Last card is turned for trump.

Cards dealt and trump turned, eldest hand may exchange nine of trumps, if he holds it, for turned trump. If not, next player has privilege, and so one around the table until trump is exchanged, and 10 points scored for Dix. Holder of other nine may then show it and score 10. Dix is a meld in three-hand, even if dealer turns it up, and is scored with the other melds, if any, after winning a trick.

Beginning with eldest hand, each player exposes whatever melds he holds, and a note is made of their value. In four-hand partnership game, combinations can not be formed by combining cards from two partners' hands. (In some localities, this is allowed, but it is unusual.)

As all melds are made at one time in three or four-hand, the rule is that at least one fresh card must be taken from the hand for each additional meld. This makes four K's and Q's worth 220 only, because the last card laid down cannot be used for two melds at one time.

Melds are then taken back into the hand, and eldest hand leads any card. Each other player, in turn to the left, must follow suit and must head the trick (play a higher card) if he can. Holding no card of suit led, he must trump, and if the trick has been trumped previously, he must play a higher trump, if possible. This rule compels a player to win his partner's trick if he can. If a trick is already trumped, and the player has none of the suit led, he must play a trump if he has one, even if he has no trump higher than those already played. Highest card played, of suit led, wins the trick, unless trumped, when highest trump played wins. Winner of first tricks leads for second, etc., until the hands are exhausted.

If two cards of the same value are played to the same trick, the first one played is the better one.

As soon as a player takes a trick, he is entitled to score all the melds which he exposed before play. If any player takes no trick, he can score nothing for his melds. In partnership games, if either partner takes a trick, both may score their melds.

1,000 points is game. If during the progress of the play, either side reaches 1,000 in tricks taken in and melds combined, game must be claimed by knocking. A player can call game at any time, whether he is in the lead or not. If he is right, he wins; if he is wrong, he loses, no matter what the opponent's score may be. If neither side calls out and both are found to be out when the tricks are counted, the game must be set to 1,250 points. One player calling out binds his partner to abide by the result.

#### AUCTION PINOCHLE.

The same as three and four-hand game, except that no trump is turned, players bidding for the privilege of naming trump suit. Bidding starts with eldest hand and rotates to the left. Each player must bid higher than preceding bids or pass. One bid only is allowed to each player. In bidding, player names the number of points he (and his partner in four-hand game) will undertake to make. Highest bidder names trump.

When trump is named, play proceeds as in the regular game, and if bidder (and partner) makes as many points as bid, he scores all he makes, provided he wins at least one trick to make good his melds. If not, he is "set back;" the amount of his bid being deducted from his previous score. If his previous score is less than amount bid, he is said to be "in the hole," indicated by drawing a ring around his minus score.

Opponents of bidder score all they make.

1,000 points is game. There is no calling out, the bidder always having the first count. If he makes good his bid, he scores all he makes, and if that wins the game, he is out, no matter what the other side may have made.

## Auction Pinochle With a Widow

This is now the most popular form of Pinochle for three or more players, and is now almost universally played.

**The Pack.**—48 cards, containing duplicates of the A, K, Q, J, 10 and 9 of each suit.

**Number of Players.**—Three active, but four may form the table, the dealer taking no cards.

**Rank of Cards.**—A (high); 10, K, Q, J and 9 (low), in cutting or play. The nine of trumps is called Dix. If two cards of the same denomination and suit fall on the same trick, the one first played wins, if either would win it.

**Cutting.**—Cut for first deal—high wins, and has the choice of seats.

**Shuffling.**—Any player may demand the right to shuffle the pack, the dealer last.

**Dealing.**—Player on dealer's right cuts, leaving at least five cards in each packet. Fifteen cards are dealt to each active player, three at a time; three being laid aside, face down, for the widow after the first round. No trump is turned.

**Misdealing.**—The cards must be reshuffled and dealt again by the same dealer if any card is exposed in cutting or in dealing; if too many or too few are given to any player; if the pack is proved incorrect or imperfect; if the widow is not dealt in its proper order. (If a non-dealer exposes any of his own cards, the deal stands.)

Any player demanding the penalty for a misdeal must do so before he bids or passes.

**Objects of the Game.**—To score certain combinations of high cards in melds and to win tricks in play.

**Bidding.**—The player to the left of the dealer is eldest hand, who must either pass or make a bid of not less than 200. If he passes, each player in turn to the left may start the bidding with 200. As soon as that bid is made each player in turn may increase it by not less than 10 points at a time until no one will go any further. Bids are made in figures for the privilege of naming the trump suit, which is not specified in the bids.

**The Widow.**—As soon as the bidding is finished the three cards in the widow must be turned face up by the highest bidder, so that all the players can see them. He then takes them into his hand with the other cards and announces the trump suit. He then lays out three cards in place of the widow, any points in which count for him at the end of the play.

If one or more cards in the widow should be exposed through some inadvertence, before the bidding is finished, no further

bids are allowed, and the last bid made before the exposure of the widow's cards must be accepted as final.

**Note.**—It is important to discard before melding, as no part of the bidder's meld can be laid away.

**Discarding.**—If the bidder neglects to lay out for the widow before melding, he must be called upon to show his melds again after discarding. If he leads for the first trick without having discarded, his opponents must call upon him to discard before they play to the lead. If the widow is found to contain more or less than three cards, the opponents having their right number, the bidder's hand is foul and he loses double the value of his game.

**The Melds.**—There are three classes of melds, see classes A, B and C, which are combinations of cards laid upon the table before play begins. These are all made by the highest bidder, as his opponents make no melds in this form of the game.

The following table shows the value of the respective melds. If four jacks or kings are laid down for 40 or 80, the four others may be added for the other 40 or 80 only, as the high values for eight in one hand have been abolished.

#### CLASS A.

Common Marriage (K and Q of any one plain suit) . . . . .	20	points
Royal Marriage (K and Q of trump suit) . . . . .	40	"
Royal Sequence (A, K, Q, J, 10 of trumps) . . . . .	150	"
Dix (the 9 of trumps) . . . . .	10	"

#### CLASS B.

Pinochle (Q of Spades and J of Diamonds) . . . . .	40	points
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#### CLASS C.

Four Jacks (1 each of the four suits) . . . . .	40	points
Four Queens " " " " . . . . .	60	"
Four Kings " " " " . . . . .	80	"
Four Aces " " " " . . . . .	100	"

The combination of 4 Ks and 4 Qs is called "the round trip" and is scored as 240 points. When combined with the trump sequence, the two melds are worth only 350 in this form of the game, as the trump marriage is lost. In these respects melding values differ from the older forms of the game.

The highest cards in each suit count for the player who takes them in the tricks he wins. Among some players aces and tens each count 10 points; kings and queens, each 5 points; jacks count nothing. Among others, aces, tens and kings count 10 points each; queens and jacks count nothing. This simplifies the counting of points in tricks after the hands are played out.

The last trick counts 10 points for player taking it, so that 250 points are made in each deal by "cards," in addition to the points scored for melds.

In this form of the game it is not necessary for the highest bidder to win a trick to make his melds good, and if he has melds enough to cover his bid he wins game.

**The Play.**—The highest bidder having made his melds, the cards are taken back into the hand and he leads any card he pleases for the first trick. Each player in turn must follow suit and must head the trick if he can. If he has none of the suit led he must trump, and if the trick is already trumped and he cannot follow suit, he must play a trump, even if he cannot beat the trump already played. If trumps are led, each player in turn must head the trick if he can. Partner's must win each others tricks in this manner. A player having neither suit nor trump can discard anything he pleases.

If duplicate cards are played to the same trick, the first one is the winner. The winner of one trick leads for the next until all are played.

**Irregular Plays.**—If either of the bidder's opponents leads or plays out of turn, or fails to head a trump trick, the bidder wins his game. If the bidder leads out of turn, there is no penalty as he gives no information to a partner.

**The Revoke.**—Failure to follow suit, or to head a trick when able to do so, is a revoke, and immediately ends the game. The penalty is the loss of the game. If the bidder revokes he loses double. The revoke is established the moment the card is played.

**Irregular Hands.**—After playing to the first trick, any player with too many cards loses the game. If the bidder is in fault he loses double.

**Abandoned Hands.**—After examining the cards in the widow and counting his possible melds, together with the probable points to be won in "cards," the bidder may refuse to play the hand, in which case he loses the full amount of his bid to each of the others at the table and the deal passes to the left.

**Scoring.**—When 4 play, the dealer, who takes no cards, shares the fortunes of those opposed to the bidder. If the bidder decides to play the hand and fails to make as many points as he bid, after adding together the value of his melds, the cards laid away in the widow, and the cards won in tricks, he loses double the amount of his bid to each of the others at the table.

If the bidder plays the hand he cannot score more than the amount of his bid, no matter what he makes, so that if his melds are sufficient to cover his bid it is unnecessary for him to play for any score in "cards," as he need not win a trick to make his melds good.

**Simplified Scoring.**—It is usual to divide the actual scores by 10, calling a 240 bid 24; or 360 just 36. Some throw off all parts of 50 and call 240, bid and played, as 200, or 20; but count

360 as 400, or 40. Although the bidder is given only 200 for a game worth 240, he must make the 240 if he bid 240.

**Bonus Scores.**—Premiums are sometimes placed on the higher bids if the hand is played and the bid is reached. This is done by giving an excess value to the game, according to the size of the bid. This is the usual schedule:

Bids between 350 and 399 are scored as 50.

Bids between 400 and 449 are scored as 80.

Bids between 450 and 499 are scored as 100.

## Gaigel

**The Pack.**—48 cards, two each (A, K, Q, J, 10 and 7 of each suit.)

**Number of Players.**—Two to eight; best four-hand (two partners against other two.)

**Rank of Cards.**—Ace (high), 10, K, Q, J, 7 (low). If two cards of the same suit and denomination are played on one trick, the card led wins.

**Cutting.**—Cut for deal—high deals, cards ranking as above.

**Shuffling.**—Any player may shuffle, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—Five cards to each—two, then three, or three, then two, in rotation to the left, beginning with player next to dealer on the left. Next card is turned for trump. Balance of pack (talon) is laid face down on table.

**Objects of the Game.**—To score 101 points (game) before opponents, as follows:

Common Marriage (K and Q of same non-trump suit)	20	points
Double Common Marriage (two K's and two Q's of same non-trump suit)	40	"
Royal Marriage (K and Q of trump suit)	40	"
Double Royal Marriage (two K's and two Q's of trump suit)	80	"
Any five 7's (drawn or held by one player at one time)	101	"
Each Ace (taken in on tricks)	11	"
Each Ten	10	"
Each King	4	"
Each Queen	3	"
Each Jack	2	"

**The Play.**—Eldest hand leads any card and each player in turn to the left plays any card he chooses, not being obliged

to follow suit or trump. Highest card played of suit led wins trick unless trumped, when highest trump played wins. Each player, beginning with winner of trick, takes one card from top of talon. Winner of trick leads for next, etc., until talon is exhausted. Player holding seven of trumps may exchange it for turned trump as soon as he takes a trick. During the play, marriages and five-seven combinations (see Objects of the Game) may be declared, according to the following rules:

Only one marriage can be declared at one time, and only after player (or partner) takes a trick and before drawing from the talon.

Marriages must be exposed so that all can see them.

Two *single* marriages cannot be declared in the same suit, even at different times. A second marriage, one being scored in that suit, is worth nothing.

When the talon is exhausted, all melding ceases, and thereafter each player must not only follow suit, but must play a higher card of suit led than any previously played on that trick. Holding no card of suit led, player must trump, and if the trick has already been trumped he must play a higher trump if possible. Failure to do so when possible forfeits game to opponents.

**Scoring.**—Mental count is kept of points made by taking in counting cards on tricks. Points made by melds (see Objects of the Game) are recorded on score sheet as soon as made. When a player (or side) reaches 101 points, he must cease playing and knock on the table, signifying that he has won the game. Before game is claimed, no player is allowed to examine any trick but the last trick turned down, under penalty of forfeiting game to opponents. If a claim of "game" is questioned by an opponent, disputed player's (or side's) tricks are immediately turned over, and the points therein counted. In counting, marriages take precedence over all other scores.

A Gaigel counts two games (202 points) and consists of:

1. Scoring 101 points before opponents have won a trick.
2. When five 7's are held before opponents have won a trick.
3. When an opponent claims to be out, and it is proved he is in error.
4. When opponents play again after reaching 101.
5. When opponents refuse privilege of recounting the current trick, or when they mix the cards before the count is settled.
6. When an error is claimed and claim is proved unfounded, the disputing players suffers a Gaigel.

# Bézique

**The Pack.**—64 cards, two each (A, K, Q, J, 10, 9, 8 and 7 of each suit.)

**Number of Players.**—Two.

**Rank of Cards.**—A (high), 10, K, Q, J, 9, 8, 7 (low). If two cards of the same suit and denomination fall on the same trick, the first played wins the trick.

**Cutting.**—Cut for deal—high deals, cards ranking as above. Ties recut.

**Shuffling.**—Either player may shuffle the cards, dealer last, and dealer's opponent (pone) cuts, leaving at least five cards in each packet.

**Dealing.**—Eight cards to each, beginning with pone, three to each, then two, then three. The 17th card is turned for trump. The remainder of the pack (called the talon) is placed face down ward on the table, and the trump card is placed beside it, face upward. If this trump card is a seven, dealer scores 10 points for it at once.

**Misdealing.**—Misdeal does not lose the deal. New deal by same dealer is required as follows:

If dealer exposes a card belonging to pone or to talon, pone may require a new deal.

If, before first trick is turned down, either player is discovered to have too many cards.

If a card, faced in pack, is discovered before first trick is turned down.

If pack is found to be incorrect.

If either player exposes one of his own cards, deal must stand.

A card found faced in the talon (undealt portion of pack) after first trick is turned, must be turned face down in its proper position in the pack.

If, before first trick is turned, a hand is found to be short of correct number of cards, pone may require new deal, or require dealer to supply deficiency from top of pack.

**Objects of the Game.**—To form, during play, certain combinations of cards of counting value, as shown in the following table; also to take in aces and tens (called "Brisques") on tricks:

## CLASS A.

Marriage (K and Q of any suit) . . . . .	20 points
Royal Marriage (K and Q of trumps) . . . . .	40 "
Sequence (A, K, Q, J, 10 of trumps) . . . . .	250 "

## CLASS B.

Bézique (Q Spades and J Diamonds) . . . . .	40 points
Double Bézique (2 Q's Spades and 2 J's Diamonds) . . . . .	500 "

## CLASS C.

Four Aces (any suit) . . . . .	100 points
Four Kings " . . . . .	80 "
Four Queens " . . . . .	60 "
Four Jacks " . . . . .	40 "

Each brisque counts 10 points for player winning it in tricks, and is scored as soon as taken in. Winner of last trick (24th) adds 10 points to his score.

**The Play.**—Pone leads any card, and dealer plays any card on it. Neither player is obliged to follow suit or trump, but may play any card he chooses. Higher card played of suit led wins the trick unless trumped, when trump wins. Winner of each trick takes the top card from the talon before leading for next trick, his opponent taking the next card. This continues until the talon is exhausted.

Either player, after winning a trick, and before drawing from the talon, may declare any one combination he holds, by laying the component cards of such combination face upward on the table. He scores for such combination at once. Only one combination may be declared after each trick, but a player holding more than one combination may announce them all, score for one of them, holding the others in abeyance, to be scored, one at a time, after each trick that he wins subsequently. If, before he has scored all of his declarations, he should draw cards which form another combination which he would prefer to declare, he may announce it and score it upon taking a trick, still holding in abeyance the combinations already on the table.

A card used in one combination cannot be used in another combination of less or equal value in the same class. For instance: King and queen of trumps declared as Royal Marriage may be used again in sequence, but if used in the sequence first, they cannot thereafter be scored as a marriage, the latter being a combination of less value and of the same class as the sequence. Again, if king and queen of any suit have been declared, another king and queen cannot be added to either of the cards to reform the marriage; but three other queens or kings may be added to the queen or king to make four queens or four kings.

Player holding the seven of trumps may, upon taking a trick exchange it for the turned trump and score 10 points. Should he hold both sevens, he may score 10 points for each. Player holding the second seven may show it upon taking a trick, and score 10 points for it. Neither player can announce a combination and score the seven at the same time.

Player exposing and scoring a combination which is found to be erroneous must deduct the amount from his score, and his opponent may designate and compel him to lead any card of that combination. If he has in his hand the card or cards to correct the error, however, he may do so without penalty, provided he has not in the meantime drawn a card from the talon.

When only one card besides the trump card remains in the talon, winner of the last trick takes it, his opponent taking the trump. All declarations then cease, and each player takes into his hand whatever cards he has exposed on the table. Winner of the last trick then leads any card, and thereafter each player must not only follow suit, but must win the trick if he can. Holding no card of suit led he must trump, if possible.

**Irregularities in Play.**—A lead out of turn may be taken back without penalty, if discovered before opponent has played to it; otherwise it must stand.

If either player has too many or too few cards after the first draw, opponent may allow player in error to play without drawing until his hand is reduced to eight cards, if he has too many; or to fill his hand from the talon, if he has too few.

If, after the talon is exhausted, a player fails to win a trick when possible, his opponent may demand that the cards be taken and replayed from the trick in which the error was made,

**Irregularities in Drawing.**—If a player neglects to draw at his proper turn, his opponent may declare the deal void, or may allow player to draw two cards after the next trick.

Player drawing two cards at once may put the second card back without penalty, if he has not seen it; otherwise he must show it to opponent.

Player drawing out of turn must put back card drawn, and if such card belongs to opponent, player in error must show his own card to opponent. If both players draw erroneously the draws must stand.

If the loser of a trick in drawing looks at two cards, his opponent may look at two cards after the next trick, and may take into his hand whichever he chooses. If he takes the second card, he need not show it.

Should there, through error, remain only two cards in the talon besides the trump card after the next to the last trick, the winner of the last trick must take the top card, his opponent taking the trump, leaving the last card of the talon unexposed.

**Scoring.**—All scores are counted as soon as made, for combination, brisques, sevens of trumps, and last trick.

There are many devices made for scoring Bézique, but it may be scored on a sheet of paper after the method used in Cribbage.

A convenient method of scoring is with poker chips—nine blue chips representing 100 points each; four red chips, 20 points each; and two whites, 10 points each. These are arranged in a row on the table, and chips representing the proper number of points are moved forward on the table as the points are made.

**Example.**—Supposing A and B are playing. A wins first trick, and, announcing Royal Marriage, he pushes two red chips forward. On next trick he announced four queens, taking back the two red chips and pushing forward one blue chip. In this way any number of points may be indicated with the chips as apportioned above.

**Game**—Usually 1,000 points.

### BÉZIQUE WITHOUT A TRUMP.

Played the same as the regular game, except that no trump is turned; the first marriage declared and scored determines trump suit. Seven of trumps does not count; all other combinations count as in the regular game.

### THREE-HAND BÉZIQUE.

The three-hand game requires three packs of cards. A Triple Bézique (three queens of spades and three jacks of diamonds) counts 1,500 points. All other combinations the same as in the regular game.

**Game.**—2,000 points.

### FOUR-HAND BÉZIQUE.

Four-hand game requires four packs of cards. Play may be as partners or as individuals. Combinations are the same as in the regular game, and Triple Bézique counts 1,500 points.

Player, upon taking a trick, may declare all of the combinations which he holds, or may pass the privilege to his partner. Only one combination may be scored after each trick. Partners may combine the cards held by each other to form combinations, provided one part of such combinations is already on the table.

**Game.**—2,000 points.

### RUBICON BÉZIQUE.

Rubicon Bézique differs from the regular two-hand game in the following particulars:

Four packs of 32 cards each are used; there are two players, and nine cards are dealt to each player, no trump being turned. The first marriage declared and scored determines the trump suit.

In addition to the regular combinations, the following are allowed: Sequence in plain suit (not trump) counts 150 points; Triple Bézique counts 1,500 points; Quadruple Bézique counts 4,500 points. The last trick counts 50 points for the player winning it.

Player receiving neither a jack, queen nor king on the original deal may expose his hand and score 50 points for *Carte Blanche*. If, on the first draw he gets neither jack, queen nor king, he may show the card drawn and score another 50 points for *Carte Blanche*, and so on until he draws a jack, queen or king. *Carte Blanche* can be counted only from the hand as originally dealt.

Combinations which have been scored may be broken into; a new card or cards substituted, and the combinations scored again. For instance: Four aces have been declared and scored and one of the aces has been played. A new ace of any suit may be substituted, and four aces scored again. This same principle applies to all other combinations. A player cannot use a card as part of a combination, when such card has been

used in a combination of equal or greater value of the same class. Thus, a king used in a sequence could not thereafter be combined with a queen to form a marriage.

Scoring.—Each deal is a game in itself. After the deal is played out, the points for combinations, *Carte Blanche*, and last trick are counted up, the lower score is deducted from the higher. In counting, all fractions of 100 are disregarded, the score being counted by 100's only. *Brisques* are not counted until after all other scores are counted, and then only where the score is close enough for the *brisque* count to change the result; or where, by counting the *brisques*, a player may save himself from a *rubicon* (see below). In case the difference between the two scores is less than 100 on the final count, the higher adds 100 points to his score for bonus. To this is added 500 points for game, the sum being the value of the game.

A player scoring less than 1,000 points is *rubiconed*, and all points he has made are *added* to the higher score. Winner of a *rubicon* also adds 1,000 points to his score (a double game) for the *rubicon*, and 300 points for all the *brisques*, no matter by whom won. If *rubiconed* player has scored less than 100, his adversary adds 100 points for bonus, in addition to above.

If a player can bring his score up to 1,000 by adding the *brisques* he has won, he is not *rubiconed*. In this case, the other is also allowed to count his *brisques*.

## Sixty-Six

**The Pack.**—24 cards (A, K, Q, J, 10 and 9 of each suit).

**Number of Players.**—Two.

**Rank of Cards.**—A (high), 10, K, Q, J, 9 (low).

**Cutting.**—Cut for deal—high deals, ace being highest card.

**Shuffling.**—Either player may shuffle, dealer last, and dealer's opponent cuts, leaving at least five cards in each packet.

**Dealing.**—Six cards to each—three at a time, alternately, beginning with *pone* (dealer's opponent). Thirteenth card is turned for trump and laid face up beside remainder of pack (talon).

**Objects of the Game.**—To count 66 by winning, on tricks, certain cards of counting value, and by forming, during play, certain combinations of cards. (See Scoring.)

**The Play.**—*Pone* leads any card. Second hand need not follow suit. Highest card played of suit led wins trick, unless trumped, when trump wins. Winner of trick draws one card from top of talon (his opponent taking the next card) and leads for second trick. Either player holding the nine of trumps may exchange it for trump card at any time, provided he has previously won a trick. If the nine is the last card in the talon, however, player drawing it must keep it. *Marriages* (see Scoring) are announced by showing cards composing it and leading one of them. The *pone* may declare a marriage on his first lead, but he cannot score it unless he wins the trick, or some

subsequent trick. Marriages can be announced only in leading them; but a player may show a marriage without leading it if it makes his score 66 or more.

Play continues as above, each player playing and drawing in turn. When the talon is exhausted or closed players on each trick must follow suit, but are not obliged to win the trick. Having no card of suit led, he may trump, or throw off a card of another suit. Marriages may still be announced and scored during play of last six cards.

**Closing.**—Either player may *close* when he has the lead, either before or after drawing, by turning down trump card. Thereafter no cards are drawn from talon, and cards in the hands are played, subject to the same rules as the play after talon is exhausted, except that last trick does not score 10. (See Scoring.) Eldest hand, having the lead, may close before a card has been played.

If either player announces, during play, that his score is 66 or more, the play immediately stops for that deal, and the game is considered "closed."

**Scoring.**—Scoring points are made by scoring the following ways:

Marriage in trumps (K and Q announced) . . . . .	40	points
Marriage in any other suit (K and Q announced) . . . . .	20	"
Each Ace (taken in on tricks) . . . . .	11	"
Each Ten      "      "      " . . . . .	10	"
Each King      "      "      " . . . . .	4	"
Each Queen      "      "      " . . . . .	3	"
Each Jack      "      "      " . . . . .	2	"

Winner of last trick (after talon is exhausted) scores 10 points. Player who first reaches 66, scores 1 game point. If one reaches 66 before opponent gets 33, he scores 2 game points; if before opponent gets a trick, he scores 3 game points. If, after a hand is played out, neither player has scored 66, or both have scored 66 or more without announcing it, neither scores in that hand, 1 point being added to the score of the winner of the next game which is decided.

If a player closing gets 66 or more, he scores the same as if the game had been played out. If he fails, his opponent scores 2 points. Should a player close before his opponent has taken a trick, and fail to score 66, his opponent scores 3 points.

During the play, either player may claim to have reached 66. If his claim is correct, he scores as though the hand were played out. If not, his opponent scores 2 in any case or 3 if he had not taken a trick at the time his opponent closed. The player must "close" before claiming 66.

**Game.**—Seven game points scored as above is game.

#### THREE-HAND SIXTY-SIX.

The same as two-hand game. Dealer takes no cards, the two other players only participating in the play. Dealer scores as

many points as are won on his deal by either of the players. If neither scores 66, or both score 66 or more but fail to announce it, dealer scores 1 point and active players nothing.

**Game.**—Seven points. A dealer cannot score enough to win game. His 7th point must be won when he is an active player.

#### FOUR-HAND SIXTY-SIX.

Use 32-card pack (A, 10, K, Q, J, 9, 8 and 7 of each suit).

Eight cards are dealt to each player—three, then two, then three, in rotation to the left, beginning with eldest hand. Last card is turned for trump and belongs to dealer.

Eldest hand leads, and each succeeding player in turn must not only follow suit, but must win the trick if possible. Having no card of suit led, player must trump or overtrump if he can.

There are no marriages, but scoring points for cards are same as in two-hand, and winner of last trick scores 10 points. After hand is played out, side counting 66 or more, but less than 100, scores 1 game point; over 100 and less than 130, 2 points; if they take every trick (130), 3 points. If both sides have 65, neither scores, and 1 point is added to the score of winners of next hand.

**Game.**—7 points. In some localities the ten of trumps counts 1 game point for side winning it in addition to its value as a scoring card. If one side has 6 game points and wins ten of trumps on a trick, such side scores game immediately.

#### AUCTION SIXTY-SIX.

Instead of turning up the trump, as in the ordinary game of sixty-six, it is bid for. The short pack, 24 cards, is used, all below the nine being deleted. There are four players, who cut for partners, the two higher pairing against the two lower, partners sitting opposite each other. The lowest cut deals the first hand. Six cards are given to each player, three at a time. No trump is turned.

The player to the left of the dealer has the first bid, or may pass. He may bid that he will play, that he will make 90, or 100, or 120, or that he will win every trick. The next player must bid higher or pass, there is no limit to the number of bids he may make, but if the first bidder refuses he must be considered as able to make as much, and to advance his bid to that amount. The highest bidder names the trump.

The eldest hand leads. Marriages are counted when it is the player's turn to lead, one of the marriage cards being led, the other shown. The highest bidder and his partner score 1, if they make 66, and bid less than 90. They get 2 points for reaching 90 before their opponents get to 66 if they bid 90. They get 4 points if they bid and make 100; and 5 points if they bid and make all the tricks. Twenty points is game. Failure to make the bid loses what should have been made, had bid been successful.

One may bid and play a "lone hand" (without any partner). If he succeeds he wins double. If he loses he loses double.

# Cribbage

(Two-Hand—Six-Card.)

**The Pack.**—Full pack, 52 cards.

**Number of Players.**—Two or three; or four as partners. Best two-hand.

**Rank of Cards.**—K (high), Q, J, 10, 9, etc., to A (always low).

**Cutting.**—Cut for deal—low deals, ace being lowest card.

**Shuffling.**—Either player may shuffle, dealer last, and dealer's opponent (pone) cuts.

**Dealing.**—Deal six cards to each, one at a time, alternately, beginning with pone. Loser of game deals the next hand.

**Misdealing.**—The following are misdeals, the penalty for which is 2 points (scored immediately by opponent):

1. Failure to have pack cut.
2. Dealing a card incorrectly, and failing to correct the error before dealing another card.
3. Exposing a card while dealing.
4. Dealing too many or too few cards to either player.

In case of misdeal, pone may require new deal by same dealer.

In first three cases, pone must decide before looking at his cards, whether or not to have a new deal.

If dealer has incorrect number of cards, pone may say whether or not the deal stands, even though he has looked at his hand. If deal stands, and dealer has too many cards, pone may draw superfluous cards from dealer's hand and place them on the top of the pack, looking at them if dealer has seen them; if too few, dealer supplies deficiency from the top of pack. If pone has too many or too few cards he must say whether or not the deal is to stand, before looking at his cards. If the deal stands, and pone has too many cards, he may replace superfluous cards on the top of pack; if too few, he may request dealer to supply the deficiency from the top of pack.

If a card is faced in pack, there must be a new deal by same dealer.

If pack is found to be incorrect, there must be a new deal by same dealer, but previous scores made with incorrect pack are not affected.

Deal out of turn may be stopped at any time before pone takes up his cards. Player in error is penalized 2 points (scored immediately by opponent). After pone has taken up his cards, deal out of turn must stand, without penalty.

**The Crib.**—Deal completed, each player discards two cards from his hand face down. These cards constitute the "Crib," and belong to the dealer. Nothing is done with them until the hands are played out, when dealer scores any points contained in the crib, combined with the *starter*.

**The Starter.**—After discarding, pone cuts pack and dealer turns the top card of bottom packet (called Starter) face up on reunited pack. Starter is not used during play of hands, but is counted with each hand and the crib on the final count. (See Counting the Hands). If starter is a jack (called His Heels) dealer scores 2 points immediately. These points must be scored before dealer plays a card, otherwise he cannot score them.

**Objects of the Game.**—To form various counting combinations, such as pairs, triplets, fours, sequences and fifteens, as explained under "Points in Play," and "Counting Hands and Crib." These combinations may be formed by the fall of the card in play, or may be held in the hands and crib, combined with the *starter*.

**The Play.**—After starter is turned, pone plays any card from his hand face up on table immediately in front of him, and announces its numerical (or pip) value. (All kings, queens and jacks are announced as tens, and all other cards according to the number of spots.) Dealer then plays a card immediately in front of him so as to keep his card separate from pone's, and announces the sum of his card and the one already played. The play continues alternately in this manner, the value of each card played being added to that of those already played, and the sum being announced, provided, however, that the sum of the cards played must not exceed 31. If, on his turn to play, either player has no card which will play within the sum of 31, he announces a "go"—signifying "Go on and play, as I cannot play further." The other player, if he can do so, continues to play until he reaches 31, or can play no further. If he cannot play, he so states.

**The Go.**—The player who approaches most nearly to 31, during the play, scores 1 point; if he reaches exactly 31, 2 points.

The last card played counts 1. If it makes 15, it scores 3 points—fifteen—2 and 1 for "go."

When 31 has been reached, or a "go" declared and pegged, each player turns the cards he has played face down immediately in front of him, and the player whose next turn it is begins to play again exactly as before, from the remaining cards in his hand. Starting the count afresh this manner of play is continued until hands are played out. In no event can a card be played that will make the total exceed 31. The players must always play alternately, except when one player has called a "go" and the other can still play one or more cards.

**Points in Play.**—During the play the following points can be made and scored:

**Fifteen.**—If a player plays a card which makes the numerical value of the cards played exactly fifteen, he scores 2 points, announcing "Fifteen-two."

**Pairs.**—If either plays a card which makes a pair (*i. e.*, is of same denomination as last card played, as two fours or two jacks), he scores 2 points.

*Triplets, Threes or Pairs Royal.*—If, after a pair has been made, another card of the same denomination is immediately played (if no 31 or pegged go intervenes) the player of the third card scores 6 points for three pairs. (Thus, QH, QC, and QS. The QH and QC are one pair; QH and QS another, and QC and QS the third.)

*Fours, Double Pairs or Double Pairs Royal.*—If, after a pair royal has been made, the fourth card of the same denomination is immediately played (if no 31 or pegged go intervenes), the player of such fourth card scores 12 points for 6 pairs. (Thus, the four 2's—2H and 2D are one pair, 2H and 2C a second, 2H and 2S a third, 2D and 2C a fourth, 2D and 2S a fifth, 2C and 2S a sixth.)

*Sequences or Runs.*—When three or more cards, all in numerical sequence, are played, the player of the last card counts 1 point for each card in the sequence, even though they are not played in numerical rotation. (Thus, 6-8-7 is a three-card sequence the same as 6-7-8.) This run of three scores 3 points. If a fourth card in sequence be added, it scores 4 points, in addition to the previous 3. Ace being low, QKA is not a sequence.

*An Intervening Card or Duplicate* “breaks” the sequence; thus, 5-4-3-3. The 5-4-3 is a sequence of three cards, but the second 3 is not in sequence because the first 3 breaks it. All sequences must come within the limit of 31, and cannot continue after a 31 or a “go” is announced and pegged.

*Note.*—Pairs, triplets, fours and sequences may be formed by the opponents playing alternately, and also by cards played from one hand (within the limit of 31) after the other player has declared a “go.”

*Example of Playing and Scoring.*—A plays a 4; B a 5, announcing 9; A, 3, announcing 12, with a run of 3 (scoring 3 points); B, 3, announcing fifteen-two and a pair (of 3's), 4 points; A, 3, announcing 18, with a pair royal, 6 points; B, 7, announcing 25. A has only a 9 and calls “go.” B plays 6, announcing 31, 2 points. The cards are turned and A plays 9, with 1 point for last card.

After the cards are played out, each player takes up his hand and counts all points it contains, in combination with the “starter,” pone counting first. After counting his hand, dealer counts all points in his crib, combined with the starter. All points are scored as soon as counted.

*Counting Hands and Crib.*—Points scored in the hands and crib are as follows (starter being used as if it were part of the hand or crib, so that five cards are counted together):

Pair, as described under Points in Play.....	2 points
Triplets (Pairs Royal).....	6 points
Fours (Double Pairs Royal).....	12 “
Three-card sequence.....	3 “
Each additional card in sequence.....	1 “
Fifteen, as described under Points in Play.....	2 “
His Nobs (jack of trumps) in hand or crib.....	1 “
(His Heels scores 2 points when jack is turned as starter.)	

Double run of three (a three-card sequence with a pair to one of the three cards) counts two runs of three and a pair, 8 points.

Double run of four (a four-card sequence with a pair to one of the four cards) counts two runs of fours and a pair, 10 points.

Triple run consists of triplets with two other cards in sequence with the triplet, making three three-card runs (9 points), and triplets 6 points, or 15 points.

Quadruple run consists of two pairs and a card in sequence with both, counting four three-card runs (12 points) and two pairs 4 points, 16 points.

To count pairs, lay 3 cards in form of a triangle, then each side will make a different pair, 6 points. Lay out 4 cards in a square, then each side and each diagonal will make a different pair, 12 points.

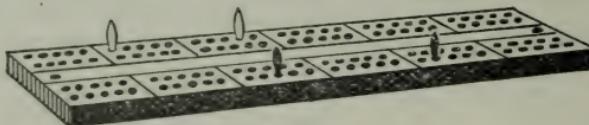
By combining pairs with runs or fifteens, high counts are made. Example: In 4 fives and a ten, there are 6 pairs, worth 12, and 8 fifteens, worth 16 more, total 28. The fives themselves, taken 3 at a time, and then each five with the ten.

Four-card Flush—Four cards of one suit in hand only (not crib), 4 points.

Five-card Flush—Four cards in hand or crib of same suit as starter, 5 points. The crib is not a flush unless the starter is the same suit.

Starter is not used in playing the hands, but only in counting the hands and crib after the play.

Scoring.—Points are scored as they are made on a "pull-up" board or a board with four rows of holes, 30 holes to a row and one extra hole at each end between the four rows. (See Cut) called *Home* or *Game* holes.



#### Starting Point.

The board should be placed horizontally between the players, and each should start from the same end, pegging parallel with each other down the outside edge and up the inside to home. The sixty-first, or game hole, is the objective point, and whoever reaches this first wins the game. Four pegs, two for each player, usually of different colors, are used for scoring. The first points made on either side are marked with a peg in its proper hole from the starting point, each hole counting 1 point. When the second count is made, instead of counting with the peg first used, count with the remaining peg, after which always peg holes by moving the *rear* peg ahead of the other.

If a cribbage board is not available, each player may use a piece of paper or card board, marked thus:

Units.....	1	2	3	4	5	6	7	8	9	10
Tens.....	1	2	3	4	5	6				

Two small markers are used (as small coins or buttons) for counting in each row.

**Game.**—Game consists of 61 or 121 points. If winner reaches 61 before his opponent gets 31; or 121 before his opponent gets 91, it is a “Lurch” and scores as two games won.

### THREE-HAND CRIBBAGE.

Deal and crib are originally cut for, after which both pass to the left in rotation.

Deal five cards to each player; one card to crib, to which each player contributes one card from his hand, making four cards in each hand and in the crib.

Points are scored on a board of triangular shape, containing three sets of holes of sixty each with the sixty-first, or game hole. Each player is furnished with pegs, and the points are counted in the usual manner.

Three-hand Cribbage is subject to the same laws as two-hand game.

### FOUR-HAND CRIBBAGE.

Two are partners against two. Before play, one player from each side is selected to manage the score, and the board is placed between them. The other two are not allowed to touch the board or pegs, though each may prompt his partner.

Deal five cards to each, one at a time in rotation to the left.

Deal passes to the left.

Each player lays one card from his hand, face down, for the crib, which belongs to dealer.

Dealer's left-hand adversary cuts for starter.

Play proceeds around to the left, as does the counting of the hands, dealer counting and scoring his hand last.

Sequences made in play are reckoned by the order in which the cards fall, not by the cards in sight. If A plays a 6, B a 7, C a 4 and D a 5, D pegs a run of four. But if A says “go” and B plays a 7, there is no run for B, although a run shows face up, because the order of the cards, going backward, is 7 5 4 7 6, and the duplicate 7 stops B from getting back to the 6 to make his run.

**Game.**—121 points.

### GENERAL RULES FOR CRIBBAGE.

**Cutting.**—Players cut for the first deal of all, low winning. After that, loser of each game deals first for the next game.

**Shuffling and Dealing.**—Each player may shuffle the cards, dealer last. The players deal alternately throughout the game (if two-hand), and in rotation if three or four-hand.

Dealer must permit right-hand adversary to cut cards before dealing.

If dealer gives out two cards at once, he may rectify it if he can do so by moving one card only; otherwise a fresh deal is necessary and his adversaries mark two holes each.

If dealer exposes one of his own cards there is no penalty; but if he exposes one of adversary's, adversary scores 2 points, and may demand a new deal prior to looking at his hand. If a card is exposed through any fault of adversary, dealer scores 2 points and dealer may deal again. A card faced in the pack (discovered while dealing) requires a new deal.

If dealer does not give sufficient cards to any player, such player counts 2 points, and may demand a new deal, or may fill his hand from top of pack.

#### FIVE-CARD CRIBBAGE.

In this variation, for two players, only five cards are dealt to each player, one at a time, and two are laid out for the crib, so that three only are left for play.

The non-dealer on the first hand in each game pegs 3 points for "last," to compensate for the advantage of the deal.

When either reaches 31, or says "go," the play stops, the score for 31 being two holes, and for the "go," one hole.

Hands and crib are then shown and pegged as in the six-card game.

#### SOLITAIRE CRIBBAGE.

This is a game for one person, to see how far he can go in a certain number of hands, or for two players, to see which can reach the game hole before the other, each having his own pack of cards, but verifying the other's counting.

When two play, each shuffles a pack, cuts it and then exchanges with his adversary. Each player deals three cards for his own hand and two for his crib. Then he deals three more for his hand, but none for his crib. Taking up the six belonging to his hand, he lays out two of them to complete his own crib.

The pack is cut and the top card turned up for a starter. There is no playing, the hand and crib being turned up, counted and pegged on your side of the cribbage board, while your adversary does the same with his hand and crib on his side of the board, if two are playing. The player cutting the lower starter has the first count all through the game.

The eight cards are then thrown aside and three more dealt for your hand from the top of the pack, one of them being the card that was the starter for the last hand. Then two for the crib and three more to complete the hand. Cut a fresh starter, count your hand and crib, throw the eight cards aside as before, and deal another hand and crib, and so on.

As eight cards are used each time, you will have six hands and cribs to peg and will have four cards left. If neither you nor your adversary has reached the game hole by this time, count these four cards as if they were a hand, but of course there will be no starter, as the last starter will be one of the four.

It will usually be found that one or the other will reach the game hole, 61, long before the pack runs out. When playing alone, see how many times you have to run through the pack in this way before you can score 91, or one and one-half times round the board, in the eight deals, adding the score for the four cards left at the end.

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## Hearts

**The Pack.**—Full pack, 52 cards.

**Number of Players.**—Two to six players; best four-hand, as described below. (For two, three, five, six-hand; Domino Hearts, Auction Hearts, Heartsette, Joker Hearts, see those games following Hearts.)

**Rank of Cards.**—Ace (high), K Q, J, 10, etc., to 2 (low).

**Cutting.**—Cut for deal—low deals. Deuce being lowest card.

**Shuffling.**—Any player may shuffle, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—Deal thirteen cards to each, one at a time, in rotation to the left, beginning with eldest hand. Deal passes to the left.

**Misdeal.**—A misdeal loses the deal. The following are misdeals.

1. Failure to offer pack to be cut.
2. Dealing a card incorrectly, and failing to correct the error before dealing another card.
3. Discovery, before the first trick is turned, that any player has incorrect number of cards.
4. Exposing a card in dealing.

If pack is found to be imperfect, a new deal is required by same dealer.

**Objects of the Game.**—To win, on tricks, as few hearts as possible.

**The Play.**—Eldest hand leads any card, and each succeeding player in turn to the left must follow suit, if possible. Holding no card of suit led, player may discard a card of another suit. Highest card played of suit led wins the trick. Winner of first tricks leads for second, and so on, until the hands are played out. The hearts taken by each player are then counted and settled for, and cards are bunched for a new deal.

**Errors in Play.**—A player is compelled to take last trick if he fails to play to one trick and plays to next; or if during the hand, player is found to have too few cards, the other hands being correct.

All cards which are shown on the table face up or held in the hand so that partner can see any portion of the card face, except cards played regularly to tricks or those taken back after having been played to an erroneous lead, are *exposed cards*. Exposed cards must be laid face up on the table, liable to call of adversaries. If, when an adversary calls an exposed card, another card is led or played, such other card becomes an exposed card and is liable to call. A card cannot be called when to play it would constitute a revoke (see *Revoke*). If exposed card or cards can be used in the regular course of play, no penalty remains.

Player leading out of turn must take card back unless all have played to it, in which case lead stands. Card led out of turn is exposed and subject to call, and on his next turn to lead, player may be compelled by next player to his right to lead or not to lead hearts.

A card played out of turn must be taken back, and left-hand adversary may compel player in error, when his proper turn comes, to play his highest or lowest of suit led, or not to discard a heart. If leader for the trick was left-hand adversary of offending player, either he or player whose proper turn it was to play may enforce the penalty.

If a player fails to follow suit when able to do so, he "revokes." A revoke may be corrected if discovered before the trick is turned; otherwise the hands are played out, and if revoke is discovered, revoking player must settle for all others, if a player other than himself wins. If he wins, he must put up the chips won for a *jack*. If two players revoke, each must pay the penalty as if he alone were in error. If revoking player wins with another, he must settle all losses, and put up his share of the winning for a *jack*.

**Scoring.—A Simple Method.**—After hands are played out, each player puts up one counter for each heart he has taken and player taking fewest hearts wins them all. If two or more players take a like number of fewest hearts, they divide, odd counter remaining in pool for next deal.

**Sweepstakes Method.**—Each player puts up one counter for each heart he has taken. If one player takes no hearts he wins the pool; if two players take no hearts, they divide the pool, leaving odd counter up for next deal. If each player takes at least one heart, or if one player takes them all, the pool is not won on that hand, but remains to be added to succeeding pools until it is won. The pool is then known as a *jack*.

**Howell Method.**—Each player puts up for each heart he has taken as many counters as there are players besides himself in the game. He then takes out of the pool as many counters as the difference between the total number of hearts in play (thirteen) and the number of hearts he took on that hand. This does away with jacks.

**Game.**—Each deal is a game in itself, though by agreement this may be changed. Each player may begin with an equal

number of counters, and first player losing all his counters is considered the loser; or first player winning an agreed number of counters wins the game.

### DOMINO HEARTS.

Use 52-card pack, without joker.

Three to seven may play; best four or five-hand.

Deal six cards to each—one at a time—in rotation to the left, beginning with eldest hand. Place remainder of pack (talon) face downward on table.

Eldest hand leads, and each player in turn must follow suit if possible. Having no card of suit led, player must draw one card at a time from top of talon in regular order until he draws a card of suit led, or until talon is exhausted. After talon is exhausted, player holding no card of suit led may discard a card of any suit. Highest card played of suit led wins trick. Winner of first trick leads for second, and so on, until the cards in talon and hands are exhausted, when the hearts taken by each player are counted and cards are bunched for new deal. Any player playing out all the cards in his hand retires from the play for the remainder of that hand. Should a player win a trick with his last card, next active player to his left leads for next trick. If all but one player play out all their cards before talon is exhausted, the hearts remaining in talon and such player's hand are counted against him. If all of the active players play out on the same trick, the remaining hearts in the talon (if any) are counted against player who last plays on that trick.

Domino Hearts may be scored under any of the methods used in the regular game. Or the hearts taken by each player on each deal may be scored against him, and the first player taking a certain number (usually thirty-one) is loser of the game. Player having fewest number of hearts scored against him at this time is winner.

### AUCTION HEARTS.

The same as the regular game of Hearts, except that players bid after the deal for the privilege of naming the suit to be avoided. In bidding, player names the number of counters he will put up as a pool, if allowed to name the suit. Bidding begins with eldest hand, and rotates to the left, each player being allowed one bid only. Each player must bid higher than all preceding bids or must pass.

Highest bidder puts up pool and names suit. He leads first, and thereafter play proceeds as in the regular game.

When the hands are played out, each player adds one counter to the pool for each card he has taken of the forbidden suit. Player taking no card of forbidden suit, wins pool; if two players take no card of forbidden suit, they divide the pool, leaving odd counter, if any, for next pool, which is a *jack*, as at sweepstakes. If more than two players take no cards of the suit, or one player takes all thirteen, or each player takes at least one,

no player wins. The deal passes, and successful bidder on original deal names suit to be avoided, without bidding. The play proceeds as before, and at the end of the play of the hand each player puts up a chip for each card of forbidden suit he has taken. If no player wins on this deal, a new deal ensues, and so on, until the pool is won.

### HEARTSETTE.

When three or four play, omit two of spades; more than four, use full pack.

Deal—three-hand, sixteen cards; four-hand, twelve cards; five-hand, ten cards; six-hand, eight cards to each player, one at a time, in rotation to the left, beginning with eldest hand. The remaining cards are left face downward on the table and are called "Widow."

The play is the same as in the regular game, except that winner of first trick must gather in the widow with the trick, and all hearts contained therein count against him. He, alone, is allowed to examine the widow.

### JOKER HEARTS.

Played the same as the regular game, except that joker is added and two of hearts omitted from the pack. Joker, ranks between the ten and jack of hearts, and wins any trick in which it is played, unless a higher heart is played, in which case the higher heart wins, regardless of the suit led. Holder of joker must follow suit to hearts, if they are led; but he need not follow suit to anything else if he can get rid of the joker instead. If he plays the joker on a plain suit, he wins the trick, unless there is a heart higher than the ten on the same trick.

In scoring, joker counts as 5 hearts. If player to whom it is dealt takes it, he adds five counters to the pool, but if another player takes it, he pays five counters to the player to whom it was dealt.

### BLACK JACK.

A variation of Hearts, in which the jack of spades (Black Jack) counts as 10 hearts, but still retains its rank as a spade. Holder of it must follow suit to spades. If a suit is led of which player has no card, he may discard the spade jack, and the player winning the trick must count the jack as equal to ten hearts.

### BLACK LADY.

The same as Black Jack, except that the queen takes the place of the jack of spades. The queen retains its original rank as a spade and is worth thirteen hearts.

### SPOT HEARTS.

A variation in which the various hearts are settled for according to their denominations, ace being worth 14 counters, king 13, queen 12, jack 11, and the others worth their spot value, *i. e.*, tens 10, nines 9, etc.

## The Four Jacks

**The Pack.**—32 cards, which rank—A (high), **K, Q, J, 10, 9, 8, 7** (low). There is no trump suit.

**Number of Players.**—Four to seven. When five or six play, the black sevens are thrown out. When seven play, the dealer takes no cards.

**The Deal.**—When four play, cards are dealt three-two-three at a time, eight cards to each. When five play, six cards to each, three at a time. When six or seven play, five cards to each, three-two at a time.

**Objects of the Game.**—The aim of the players is to avoid taking in any tricks containing jacks. For each jack taken in the player loses a point, and for the spade jack, 2 points. The first to lose 10 points is out, and pays the stakes on the result. It is usual to make the loser pay for each point the others still have to go.

**The Play.**—The eldest hand leads any card he pleases and the others must follow suit if they can, but no one if obliged to head the trick. The highest card played, if of the suit led, wins the trick, and the winner leads for the next trick. Any player having none of the suit led may discard a jack if he has one, or any other dangerous card, just as at Hearts.

## Seven-Up

(All Fours or Old Sledge.)

**The Pack.**—Full pack, 52 cards.

**Number of Players.**—Two or three players, as individuals; or four (partners, two against two.)

**Rank of Cards.**—Ace (high), K, Q, J, 10, etc., to 2 (low).

**Cutting.**—Two and three-hand—cut for deal and choice of seats. High deals and has choice of seats. Four-hand—cut for partners, choice of seats and deal. Higher two play against lower two. High deals and has choice of seats. Ace is high in cutting.

**Shuffling.**—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—Beginning with eldest hand, deal six cards to each, three at a time, in rotation to the left. Turn next card for trump. Deal passes to left.

**Misdealing.**—Card faced in pack, or pack found to be imperfect, requires new deal by same dealer. Dealing wrong number of cards, or failure to offer pack to be cut, forfeits deal.

Exposure of a card in dealing gives opponents right to demand new deal by same dealer or to let the deal stand.

**Objects of Game.**—To hold in hand highest and lowest cards in play; to turn the jack of trumps or take it in a trick; to take, in tricks, cards which count for game. (See Scoring.)

**The Play.—Making the Trump.**—After cards are dealt and trump turned, eldest hand may either "stand" or "beg." If he is satisfied with the trump turned, he stands, and play begins at once. If he begs, dealer must either give him 1 point to let the trump stand, or must deal three more cards to each player and turn a new trump. Original turned trump is discarded face up on the table. If second turned trump is same suit as the first, dealer must give each player three more cards and again turn trump. This is called "running the cards," and continues until a card of another suit is turned for trump or the pack is exhausted. In latter case, cards are bunched and again dealt by same dealer. Last card of pack cannot be turned for trump. No player but eldest hand and dealer may look at his cards until first trump turned has been decided for or against.

Some authorities advise discarding all but six cards after the cards have been run, in order to rid the hands of superfluous worthless cards.

**Leading, Etc.**—The trump decided, the player to the left of the dealer leads any card he pleases. If this is a trump, each player in turn to the left must follow suit if he can. If it is not a trump he need not follow suit, even if able to do so, if he prefers to trump, but he must do one or the other. If he has none of the suit led he may trump or discard at pleasure. Highest card played, if of the suit led, wins the trick if not trumped. The winner of each trick leads for the next.

**Scoring.**—Scoring points are high, low, jack and game, which score in the following order of precedence:

**High.**—Highest trump in play—counts 1 point for player to whom it is dealt.

**Low.**—Lowest trump in play—counts 1 point for player to whom it is dealt.

**Jack.**—Jack of trumps—counts 1 point to player taking it in a trick, or to dealer turning it for trump. If, in running the cards, jack of same suit as original trump is turned, it does not count.

**Game.**—Counts 1 point for player whose cards, taken in tricks won by him figure the highest; tens counting 10 each; aces, 4 each; kings, 3 each; queens, 2 each, and jacks 1 each. In case of tie in counting game, the non-dealer scores it. In three-hand, should the tie be between two non-dealers, game is not scored.

If eldest hand "begs", and dealer "gives", 1 point is scored for eldest hand independent of the above points. In three-hand, both non-dealers score the point for "gift."

**Revoke.**—If a player fails to follow suit or trump, having a card of suit led, he revokes.

**Revoke Penalties.**—If jack is not in play, and a player revokes, he cannot score for game if he makes it, and adversary (or both adversaries in three-hand) score 1 point penalty for the revoke. Game may be scored by adversary (or either adversary in three-hand) if he makes it.

If jack is in play, and a player revoke, he cannot score either jack or game, even if he makes them. Adversary, of both adversaries in three-hand, score 2 points for revoke. Either game, or jack, or both, may be scored by adversary (or either adversary in three-hand) if he makes them.

**Game.**—Game consists of 7 or 10 points, as agreed.

In case two players make enough points to score out in the same hand, the points are scored in the following rotation, and player who first scores out wins game. First, high; then low; then jack; then game.

**Example.**—Four playing, 7-point game. A needs 1 point and B 3. B scores high, then low; A then scores jack, which wins. Even though B has game, he cannot score it.

If dealer needs but 1 point to win game, and turns a jack, he wins.

### CALIFORNIA JACK.

A variation of Seven-up for two or four players. Deal same as Seven-up, and turn remainder of pack face up. Top card indicates trump suit (or cards may be cut for trump suit before the deal.)

Eldest hand leads, and winner of first trick takes the top card from pack, and each player to left in turn takes one card. Winner of one trick leads to next, etc., until cards in pack and hands are exhausted.

Points count same as in Seven-up except that low counts for player or side winning it in a trick. Ten points is game.

### SHASTA SAM.

A variation of California Jack, in which the pack remains face down instead of face up. The trump is determined by cutting before the deal.

## Auction Pitch—Set Back

**The Pack.**—Full pack, 52 cards.

**Number of Players.**—Four to seven. Best four or five-hand.

**Rank of Cards.**—Ace (high), K, Q, J, 10, etc., to 2 (low).

**Cutting.**—Cut for choice of seats and lead. Highest cut has first deal and choice of seats. Ace is high in cutting.

**Shuffling.**—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—Beginning with eldest hand, six cards to each, three at a time. Deal passes to the left.

**Misdealing.**—New deal by same dealer is required:

1. If a card is found faced in pack.
2. If a pack is discovered to be imperfect.
3. If too many or too few cards are given to any one player.
4. Failure to offer pack to be cut.
5. Exposure of a card in dealing.

**Objects of the Game.**—To hold in hand highest and lowest trumps in play; to take in tricks, jack of trumps and cards which count for game. (See Scoring.)

**The Play.**—*Making the Trump.*—Eldest hand has the privilege of naming trump, or he may sell the privilege to highest bidder. Bidding begins with player to left of eldest hand and rotates to the left (each player naming the number of points he offers to make), unless eldest hand makes the trump without waiting for a bid, in which case he must make 4 points.

Player not wishing to bid may pass. Each player is allowed one bid only, and each must bid higher than preceding players or pass. If eldest hand sells, he adds number of points bid to his score, but no player can bid enough to put him out.

Among some players it is customary to allow players to bid to the full extent of their hands, and if eldest hand sells, he can score only to within 1 point of game. The highest bidder names the trump, and must make as many points as he bid. If eldest hand refuses all bids, he must make as many points as highest bid or is "set back." (See Scoring.) If no bid is made, eldest hand must pitch the trump.

There is no penalty for a bid out of turn.

**Bidding to the Board.**—The modern style is to bid to the board, no player getting the points offered. Eldest hand bids first, no second bids allowed. Any player can bid as high as four, but no one can claim the privilege of pitching the trump for as many as bid by another.

**Leading, Etc.**—The successful bidder leads for the first trick, and whatever card he plays, whether by mistake or not, determines the suit that shall be the trump for that deal. If the

joker is in the pack and led, it calls for spades as trumps. The winner of the first trick and of any further tricks, may lead any suit he pleases. A player must follow suit in trumps if able to do so, but when a plain suit is led he may trump if he chooses to do so, although holding a card of the suit led. If he does not trump he must follow suit if he can. If he has none of the suit led he may trump or discard as he pleases. The highest card played, if of the suit led, wins the trick if not trumped, and the winner of each trick leads for the next.

**Scoring.**—Scoring points are high, low, jack and game.

In case two or more players count out on the same deal, and one of them is maker of trump, he goes out first. If neither is maker of trump, points score in the following order:

**High.**—Highest trump in play—counts 1 point for player to whom it is dealt.

**Low**—Lowest trump in play—counts 1 point for player to whom it is dealt.

**Jack.**—Jack of trumps—counts 1 point for player winning trick in which it is played.

**Joker.**—(If used), counts 1 for player winning it.

**Game.**—Counts 1 point for player whose cards, taken in tricks won by him, figure highest; tens counting 10 each; aces, 4 each; kings 3 each; queens, 2 each, and jacks, 1 each. In case of a tie, no game point is scored.

If eldest hand sells, he scores amount bid. (See The Play.)

**Set Back.**—If bidder fails to make the number of points bid, he is “set back” the amount of bid, *i. e.*, number of points bid are deducted from his previous score. If he is set back before he has scored anything, or more points than he has to his credit, he is said to be “in the hole,” indicated by drawing a ring around the minus amount.

**Revoke Penalties.**—In case of revoke by any player except maker of trump, the latter cannot be set back, even if he does not make amount bid, and each player but one revoking scores whatever he makes. Revoking player is set back amount bid. If no bid was made, he is set back 2 points. If maker of trump revokes, he is set back amount of bid, and each other player scores whatever he himself makes. Maker of trump cannot score on a deal in which he has revoked.

**Game.**—7 or 10 points, as agreed.

### SMUDGE.

This is a variety of Auction Pitch, bidding to the board, in which any player who makes 4 points, after having bid four, wins the game on the hand if he was not in the hole when he bid. Making 4 without having bid 4 will not do.

### PEDRO (OR PEDRO SANCHO).

A variety of Pitch, in which the nine (sancho) and five (pedro) of trumps counts 9 and 5 points respectively for players win-

ning tricks on which they are played. Low counts for player winning it instead of player to whom it is dealt. Bidding goes round and round until no one will bid higher. 50 points is game.

### DOM PEDRO (OR SNOOZER).

Same as Pedro, with joker (called Dom Pedro or Snoozer) added to the pack. Joker ranks below the deuce of trumps in play, and counts 15 points for player taking trick on which it is played. Joker does not score low, the deuce still retaining that scoring value; but the joker is a trump, and will win any card in plain suits. 50 or 100 points is game.

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## Cinch

High-Five (Double Pedro).

**The Pack.**—Full pack, 52 cards.

**Number of Players.**—Four players (partners, two against two).

**Rank of Cards.**—Trumps rank A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4 of suit same color as trump, 3, 2, (low). Suit same color as trump, A (high), K; Q, J, 10, 9, 8, 7, 6, 4, 3, 2 (low). Other two suits, A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2 (low).

**Cutting.**—Cut for partners, choice of seats and deal. Higher two are partners, against lower two. Highest cut has choice of seats and deal. Ace is high in cutting.

**Shuffling.**—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least four cards in each packet.

**Dealing.**—Beginning with eldest hand, nine cards to each, three at a time, in rotation to the left. Deal passes to the left.

**Misdealing.**—Card found faced in pack, or pack found to be imperfect, requires new deal by same dealer.

Dealer exposing a card in dealing gives adversaries option of a new deal by same dealer.

Dealer giving a player incorrect number of cards, or failing to give each player three cards on each round, forfeits deal.

Deal out of turn may be stopped before last three cards are dealt, otherwise deal must stand.

If, after bid has been made, a player discovers that he has incorrect number of cards, deal must stand if the other hands are correct.

**Objects of the Game.**—To hold in hand trumps (high and low), and to take tricks in which jack, ten, two and five of trumps and five of suit, same color as trumps, are played.

**The Play.—Bidding.**—Beginning with eldest hand, each player may bid for the privilege of naming the trump suit, naming the number of points he thinks he can make. Each player must bid higher than preceding bids or pass, and only one bid is allowed each player. Fourteen is highest possible bid. Highest bidder names trump suit.

**Discarding and Drawing.**—The trump having been named, each player discards, face upwards, all cards in his hand, except trumps, and dealer gives each in turn, beginning with eldest hand, enough cards to fill his hand out to six. After helping the others, dealer may search through remainder of the pack and take what cards he wishes to fill his hand to six cards. This is called "robbing the deck."

A player, having discarded a trump by mistake, may take it back, provided he has not taken into his hand the cards given him by dealer to fill his hand; otherwise it must not be taken by any player.

If player who discarded it is highest bidder's adversary, and card is of any counting value, it is scored for highest bidder. If discarded by bidder or partner, it cannot be counted for either side.

**Leading and Playing.**—All having discarded and drawn, the successful bidder leads any card he pleases. A player must follow suit in trumps if able to do so, but when a plain suit is led he may trump if he chooses to do so, although holding a card of the suit led. If he does not trump, he must follow suit if he can. If he has none of the suit led, he may trump or discard as he pleases. The highest card played, if of the suit led, wins the trick if it is not trumped, and the winner of each trick leads for the next until the hand is played out. The deal then passes to the left.

If, during the play, a player revokes (*i. e.*, having a card of suit led, neither follows suit nor trumps), or is found to have too many cards, the hands are played out, but neither the offending player nor his partner can score on that hand. If revoking player be bidder's opponent, bidder and partner score all they make, whether they make amount bid or not.

Cards played on a lead out of turn must be taken back, unless all have played to such a lead, when trick must stand. If it was offending player's partner's turn to lead, right-hand adversary may compel him to lead trumps or not to lead trumps. If it was not the turn of that side to lead, card led out of turn must be laid face up on table subject to call of adversaries.

**Scoring.**—Scoring points are as follows:

**High.**—Ace of trumps—counts 1 point for player to whom dealt.

**Low.**—Two of trumps—counts 1 point for player winning trick in which it is played.

Low is frequently counted by player to whom it is dealt, which practice often leads to disputes as to who played it.

To avoid such disputes when this method is used, the card should not be played on the trick, but should be laid face up in front of its holder.

*Jack*.—Jack of trumps—counts 1 point for player winning trick upon which it is played.

*Game*.—Ten of trumps—counts 1 point for player winning trick upon which it is played.

*Right Pedro*.—Five of trumps—counts 5 points for player winning trick upon which it is played.

*Left Pedro*.—Five of suit, same color as trumps—counts 5 points for player winning trick upon which it is played.

If the bidder's side makes as many as bid, or any in excess of that figure, they score it all, and the adversaries then score any points they may have made.

If bidder and his partner fail to make the number of points bid, they not only lose any points they do make, but are *set back* amount of bid; *i. e.*, amount of bid is deducted from their previous score. If they are set back before they have scored anything or more points than they have to their credit, they are said to be "in the hole," indicated by drawing a ring around the minus amount. Bidder's opponents score whatever they make.

Another method of scoring is to subtract points of side making fewer points from those of side making the more, provided bidder makes amount bid. If he fails, his side scores nothing, and amount bid is added to points made by opponents.

Under first method, if both sides go out on same deal, bidder's side wins. Under second method, as one side only scores on each hand, there can be no tie for winning the game.

*Game*.—Usually 51 points, but can be changed by agreement.

### RAZZLE-DAZZLE OR AUCTION CINCH.

This variation is for 5 or 6 players, to each of whom 6 cards are dealt, 3 at a time. No trump is turned, the privilege of naming the trump, being bid for, as in Cinch, but a player whose bid is raised, may raise in turn until no one will go higher. All cards that are not trumps or sure winners are then discarded, and cards are dealt from the top of the pack to make each of the hands up to six cards again. The highest bidder then names a card and the holder of that card acknowledges it by saying, "I play with you." They then play as partners against the others, but without changing seats.

To illustrate, if we suppose the successful bidder to hold the king of trumps and Pedro, he would call for the ace of trumps as his partner, and lead pedro.

### CINCH WITH WIDOW.

Cinch is sometimes played with a widow, and otherwise is the same as High Five. Deal one round of three cards to each

player, beginning with eldest hand; then a widow of four cards to each, then two rounds more of three cards to each.

The four cards constituting the widow are left face down and the nine cards are taken into the hand.

Each player in turn to the left beginning with eldest hand bids from the nine cards in the hand for privilege of naming trump, but before successful bidder names trump suit, each player takes up his widow.

After trump is named players discard all but six cards, and play proceeds as in High Five.

#### PROGRESSIVE CINCH.

Positions are allotted as in Progressive Euchre. Each table is provided with a bell, and the side first scoring 32 points rings the bell at their table. Play immediately ceases at all tables, and the partners at each table having scored the greatest number of points, up to and including the last hand scored, progress.

Ties may cut to progress and score, or a half game may be scored for each player, cutting to progress only.

#### SIXTY-THREE.

This game is a modification of Cinch, and all the variations of the latter game may be applied to it. Nine cards are dealt, and after discarding, the hands are filled out to nine cards again.

One hundred and fifty-two points constitute a game. The trump-suit cards count as follows: Ace (high), 1; king, 25; trey (three-spot), 15; nine, 9; ten (game), 1; jack, 1; five (right pedro), 5; five of same color suit (left pedro), 5; two (low), 1. All of these points (including low) count to the player taking them. Bidding for privilege of making the trump continues round and round until no one will bid higher. Sixty-three is the highest bid possible to make. In all other respects, the rules of Cinch apply. In progressive play, four hands are played at each table, or individual scores may be counted as in Cinch.

## Skat

**The Pack.**—32-card pack, ace (high) to 7 (low).

**Number of Players.**—For three players. If more than three play, cards are dealt to the two players next to dealer on the left and the one player next to him on the right. The players not receiving cards share the fortunes of the two who play against the successful bidder. (See Bidding.)

**Rank of Cards.**—The four jacks (called "Wentzels") are always the four best trumps, and rank, clubs (highest), spades, hearts, diamonds (lowest). After the four jacks, the cards of the suit named as trump rank A, 10, K, Q, 9, 8, 7. Non-trump suits rank, A (high), 10, K, Q, 9, 8, 7.

The four suits rank, clubs (highest), spades, hearts, diamonds, but this rank has nothing to do with trick-taking value, merely increasing or diminishing the value of the game played according to the suit named as trump.

**Matadores.**—When a player holds the jack of clubs, it and each trump in *unbroken* sequence with it is called a Matadore. Thus, with spades as trumps, player holding the four jacks and ace, ten and king of spades would have seven Matadores, but if the jack of hearts were missing, he would have only two Matadores, the jack of clubs and jack of spades.

There are always one or more Matadores in the hands of the three players. If in the hand of highest bidder, he is said to play *with* a certain number of Matadores, or if in the hands of his opponents, he is said to play *without* a certain number. The number of Matadores either *with* or *without* affects the value of the game played.

**Cutting.**—Cut for choice of seats—low has choice of seats and deals first, the cards ranking in cutting as they do in play, and suits ranking, clubs (high), spades, hearts, diamonds (low). Player to right of first dealer should keep the score, thus showing when each round of deals is completed.

**Shuffling.**—Any player may shuffle, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—Beginning with player to left of dealer, deal three cards to each active player in rotation to the left. When more than three are in game, only three players receive cards. (See Number of Players.) Then deal two cards to the table, face downward (called the "Skat"). Then deal two more rounds to the players, four cards, then three, making in all ten cards to each player and two to the Skat.

**Misdealing.**—In case of a misdeal, same dealer deals again, and 10 points are deducted from his score as a penalty for the misdeal. The following are misdeals:

1. Failure to offer the pack to be cut.
2. Exposing a card in dealing.

3. Dealing too many or too few cards to any player on any round.

4. Not dealing the Skat cards in their proper turn.

If the pack is found to be imperfect, such discovery renders the current deal void, but does not affect any previous scores.

A player dealing out of turn may be stopped if discovered before the last card is dealt; otherwise the deal stands. Next deal must be by player whose proper turn it was to deal, and then proceed as if no misdeal had been made, omitting, however, the player who dealt out of turn. Thus each player deals but once in each round.

**Objects of the Game.**—There are two general classes of games—those in which the player's object is to take no trick, and those in which the player's object is to win enough counting cards in tricks to make 61, aces counting 11, tens 10, kings 4, queens 3 and jacks 2 each.

In games of the other class, player naming the form of game endeavors to win points in tricks; failure to make 61 points loses the game. These games are as follows:

**Tournée.**—The successful bidder turns up one card of the Skat, thereby declaring the suit of such card trump. If the turned card be a jack, however, he may declare the suit of the jack to be trump or play a *Grand Tournée*, the four jacks being the only trumps. After declaring, player takes the other Skat card into his hand and discards two cards. If the discarded cards are of any counting value, they are counted for the maker of the trump.

**Solo.**—The successful bidder declares a suit trump from his hand, without looking at the Skat. He must play with the cards which were dealt to him, and cannot use the Skat in play. The Skat belongs to him, however, and any points and *Matadores* found therein at the end of the play are counted for him.

**Grand.**—When a *Grand* is played, the four jacks are the only trumps. There are four varieties of *Grand*: *Guckser* (or *Grand Frage*), *Grand Tournée*, *Grand Solo* and *Grand Ouvert*.

In *Guckser*, player takes up both Skat cards and announces the four jacks to be the only trumps. He discards two cards from his hand as in *Tournée*.

If a player, intending to play a *Tournée*, turns a jack for trump he may change his game from *Tournée* to *Grand*. This is called *Grand Tournée*.

Successful bidder may announce a *Grand* before looking at either of the Skat cards. This is called *Grand Solo*. The Skat cards are not seen by any player until the hand is played out, when, if of any counting value, the cards are counted for successful bidder.

Successful bidder may announce a *Grand*, and spread his cards face up on the table, and play them in that manner, though his cards are not subject to call. This is called *Grand*

*Ouvert.* The player declaring Grand Ouvert must win every trick to win his game.

**Bidding.**—The three active players are known by the following names: Player to left of dealer is called "Vorhand;" the second player is called "Mittelhand," and third, "Hinterhand."

Vorhand has the right to name the game, but the others may bid to take this privilege from him by naming a certain number of points, which must never be less than 10 and must represent the value of some game.

Mittelhand has first bid, and if Vorhand thinks he can make as many points as bid, he says "Yes," whereupon Mittelhand must bid higher or pass. If Vorhand is offered more than he thinks he can make, he passes. As soon as either Vorhand or Mittelhand passes, Hinterhand has the privilege of bidding with the survivor. These two bid in the same way, until one or the other passes. Highest bidder then declares the form of game to be played. Bidder may play any game he chooses, provided the value equals or exceeds the amount of his bid. He is known as the "player."

**Nullo.**—This is a bid not to win a trick. In Nullo there are no trumps, no wentzels, and no matadores. The cards rank A, K, Q, J, 10, 9, 8, 7. Nothing will increase the value of a nullo which is always 20, if played out of hand.

**Null Ouvert** is a nullo which is laid open on the table before a card is led. It counts double—40 points.

**Gucki Nullo** is a bid to take the Skat cards and discard two in their place, afterward playing a nullo. Before touching the Skat is must be distinctly stated that it is a Gucki Nullo and not a Gucki Grand. If successful, this is worth 15, but if lost, it counts double—30. A player may announce an open Gucki Nullo, which is to lay the cards face up after taking the Skat and discarding. This is worth 30, but counts double if lost—60 points.

**Passt-Mir-Nicht Tournée.**—When a player turns one of the Skat cards for a Tournée, and it does not suit him, he may so declare without showing it. He must then turn the other card, which shall be trump. Should this second card be a jack, the player may either declare that suit trump, or declare a Grand Tournée. The player must show the second card, however, before he mixes it with his other cards; otherwise his opponents may determine what game shall be played; the opponent naming the highest having the privilege. If player playing Passt-Mir-Nicht Tournée wins, it counts as Tournée; if he fails, it counts double against him.

**Ramsch.**—When both players pass without making a bid, Vorhand may declare Ramsch. The cards rank as in Grand, the jacks being the only trumps. If each player takes at least one trick, the player winning the greatest number of points

loses the value of the game, 20 points; if one player has taken no trick (Jungfer) the gain is 30 points.

**Values of Games.**—Each of the above games has a unit value, and in the first six of the following games these values may be increased by certain conditions of the game. (See Multipliers). These unit values are as follows:

When trumps are	Clubs	Spades	Hearts	Diamonds
Tournée.....	8	7	6	5
Solo.....	12	11	10	9

When the four jacks, only; are trumps:

Grand Tournée.....	12
Guckser (double if lost).....	16
Grand Solo.....	20
Grand Ouvert.....	24

When there are no trumps:

Nullo.....	20
Null Ouvert.....	40
Gucki Nullo (double if lost).....	15
Gucki Null Ouvert (double if lost).....	30

**Multipliers.**—In the games where a trump suit is named, the above values are increased, as follows: If a player declaring the form of game makes 61 points, he wins a "simple game." If he makes 91 points, he makes his opponents Schneider, and if he wins every trick, he makes his opponents Schwarz. Beginning with the simple game, which scores only the unit value, the value of the game is multiplied by making Schneider and Schwarz, as follows:

Game, 1; Schneider, 2; Schneider announced in advance, or Schwarz without having announced Schneider, 3; Schwarz, after having announced Schneider, 4; Schwarz, announced in advance, 5. Thus, a Tournée in clubs is worth 8; if Schneider is made,  $2 \times 8 = 16$ ; if Schwarz is made,  $3 \times 8 = 24$ , etc. Schneider or Schwarz may not be announced in any game in which the Skat cards are used. Grand Ouvert is always Schwarz announced.

In addition to the above values, the value of each game is enhanced by the number of Matadores player is *with* or *without*. Bidder playing with jack of clubs, and not having jack of spades, plays *with one*, no matter what else he holds. With jack of clubs and spades, the jack of hearts missing, he plays *with two*. *Without* Matadores, establishes the same values; that is—having jack of spades without jack of clubs is *without one*; with jack of hearts in hand, and two black jacks missing, is *without two*, etc. Value is then established by counting the value of the game, to which is added the number of Matadores *with* or *without*.

**Example:** With or without the first three jacks in a spade Tournée—3 (Matadores), plus 1 (game) equal 4, multiplied by 7 (unit value of spade Tournée) equals 28.

**Schneider and Schwarz.**—If the player succeeds in getting 61 points, he wins his game, whatever it may be. If he gets 91, he wins a double game, which is called Schneider. If he takes every trick, he wins a treble game, called Schwarz.

If the single player fails to reach 61, he loses. If he fails to get 31, he is made Schneider; if he fails to win a single trick, he is made Schwarz.

These multipliers add to the value of the game he loses, just as they would add to the value of the game he won.

In solos the player may announce Schneider or Schwarz in advance, but his adversaries cannot announce anything.

The game multipliers are as follows: 1 for the game; 2 for a Schneider; 3 for a Schwarz. Suppose a player is with two Matadores and makes Schneider, he is with 2, 2 for Schneider, 4 times the unit value of the game.

Announcing adds one multiplier. Schneider announced is worth 3. Making Schwarz after having announced to make Schneider is worth 4. Making Schwarz after having announced it is worth 5; because the announcement is a double one, to make Schneider and Schwarz both.

**The Play.**—After successful bidder has named the form of game he will play and dispose of the Skat cards, Vorhand leads any card, and the others must follow suit, if possible. Holding no card of suit led, player may trump or discard a card of another suit. Highest card played of suit led wins the trick, unless trumped, when highest trump played wins. Winner of first trick leads for second, and so on until the hands are played out. In a Grand, if a jack be led, holder of another jack must play it, as the four jacks are trumps.

**Abandoned Hands.**—In a Tournée, if before he plays to the second trick, successful bidder announces that he cannot win his game, he may abandon his hand, losing the value of the game, but escaping a probable Schneider or Schwarz. This cannot be done in a Solo game, however.

**Irregularities in the Hands and Play.**—If, during the play, a player is discovered to have too few cards, as the result of having dropped a card, or unconsciously played two cards to one trick, he loses, but his opponent may demand that the hand be played out, to try for a Schneider or Schwartz. The last trick, with the missing card, is considered as won by opponent of player in error. If player in error is not the single player, his partner suffers with him. If player finds the missing card, he cannot take it into his hand if he has, in the meantime, played to a trick.

**Playing Out of Turn.**—If an adversary of the single player leads or plays out of turn, he loses the game. The single player may demand that the error be corrected and the hand played out, for the purpose of increasing the value of the game. If the single player leads out of turn, the cards must be taken back if either adversary demands it, provided both of them have not played to the trick.

**The Revoke.**—If a player, having a card of the suit led, neglects to follow suit, he revokes. A player who revokes loses the game, but opponent may demand that the error be corrected and the hand played out, in order to increase the value of the game.

**Examining Tricks.**—A player who examines the tricks taken (except the last made trick), or counts the points therein, loses the game announced, but any one of the participants may demand that the game be played out in order to increase the player's loss.

**Scoring.**—The player winning the game he has made or announced receives its value from each other player. If he loses, he must pay to each the value of the game lost. If more than three are playing, the players receiving no cards share the fortunes of the two who play against the single player. Payments may be made with chips, or the score of each player may be kept on a sheet of paper, the amount won being added to his score and the amount lost deducted.

At the end of the sitting, the scores of the players are balanced one against the other. Suppose that at the end of the sitting, it is found that A is minus 7, B plus 88 and C plus 19. The last line shows this, as each single player has his score added to or reduced the amount of the game he wins or loses as soon as he plays the hand. We figure thus:

A	B	C
— 7	+ 88	+ 19
— 95	+ 95	+ 26
— 26	+ 69	— 69
Total—121	+164	— 43

A has lost 7 to B and B has won 88 from A, showing A's loss to B is 95 points. A's loss to C is 26, and so on.

### AMERICAN SKAT.

Although not yet officially recognized by the laws of the American Skat League, the following variety of the game is rapidly superseding all others throughout the United States, chiefly because it does away with the objectionable features of finding cards in the Skat which completely alter the value of a solo player's game. In the new game, every card in play is known to the highest bidder.

The preliminaries, including the bidding, are as in the regular game, but the lowest bid is 18, and the highest is 504. There is no variation in the value of the suits, which are always diamonds 9, hearts 10, spades 11 and clubs 12. There is only one grand, worth 24, and nullo is worth 23; or if played open, 46.

**Skat Cards.**—The highest bidder always takes the Skat cards and lays out two cards to reduce his hand to ten before announc-

ing his game, so that every hand is practically a gucki, the difference being that in the old game guckis were always grands, with jacks only for trumps, whereas in American Skat they may be anything.

**Scoring.**—If the player wins the game he announces, and it makes good his bid, it is scored as in the ordinary game; but if he loses, he loses double, no matter what game he is playing.

**Schneider and Schwarz.**—The highest bidder is allowed to announce either Schneider or Schwarz, even after he has seen the Skat. If he succeeds in winning an announced Schneider the total value of his game is doubled instead of simply adding another multiplier to it, as in ordinary Skat. If he wins an announced Schwarz, the total value of his game is trebled.

**Example:** Suppose the highest bidder plays spades without the best jack, and announces Schneider. His game is 1 for game, 1 for Schneider, without 1, 3 times 11, or 33, doubled for announcing Schneider, 66. If he loses it after announcing it, he loses 132. Should he make Schwarz after announcing Schneider, he would get only the added multiplier. In the foregoing case, he would get 66 for his announced game, plus 11 for Schwarz, 77 in all.

If the highest bidder announces Schwarz and succeeds, he wins three times the value of the ordinary game. Suppose he plays a grand with three Matadores, Schwarz announced. His game is worth 1 for game, 1 for Schneider, 1 for Schwarz with 3, or 6 times 24, equal 144, multiplied by 3 for announcing it, 432 points. If he lost it, it would cost him 864.

The smallest possible game to win is a diamond with one, worth 18. The largest possible game to lose is a grand, Schwarz announced, with four, worth 1,008.

# Laws of the North-American Skat League

Corrected to July, 1926.

## VIII. General Rules for Congress Tournaments.

1. Questions (Frage-Spiele) are not permitted.
2. The play shall be for "one-quarter."
3. Before the beginning of Tournaments the President shall appoint one Head Skat Master, and for about every twenty-five tables, an Assistant Skat Master, whose duties shall be to decide all contested plays and differences. His and their decisions shall be final.
4. The score sheets used in Congress Tournaments must be filled out with the greatest care. All provisions on said score sheets are to be considered as rules.
5. At a session of Congress Tournaments there shall be awarded at least seven prizes; should there be more than seven prizes, the scale of distribution of prizes as noted in Paragraph 12, shall be repeated as often as possible.
6. The table and seat of each participant at Congress Tournaments must, for each separate session, be determined by lot. Any person changing a seat, except with permission of Skat Master, shall not be entitled to participate in a game.  
After game is called and any table should not be filled, the Skat Master must attend the filling of such table, and after the first round has been played, a player coming late cannot play.
7. Each game, which looks like a prize possibility must be recorded under column headed "Remarks" and on the back of the score sheet; only games properly recorded can be considered by the prize judges when figuring the awards. Claims for prizes, when not properly recorded on the score sheet, will not be considered.
8. On the completion of twenty rounds, all score sheets must be properly filled out and delivered to the Assistant Skat Master in charge of that section, who shall in turn deliver the same to a Prize Committee of seven members appointed by the President before play begins.
9. The report of the Prize Committee shall be handed to the President as soon as possible after the second session.
10. All prizes shall be marked before the beginning of the tournaments with the numbers of the prizes for which they are intended, plainly visible.
11. No player is entitled to more than one prize.
12. In order to guard against misunderstanding, it is explicitly stated that the scores obtained by one and the same player at the two sessions are not to be added; and that a player present in one session only is not excluded from the award of prizes.

13. All plays which look like prize possibilities, and all corrections on score sheets must be O. K.'d by a Skat Master.

14. After twenty rounds have been played, the game is concluded, even if all plays have not been recorded.

### IX. Classes and Value of Games.

#### SOLOS.

Simple Game.....	1
“Schneider”.....	2
“Schwarz”.....	3
“Schneider” announced.....	3
“Schwarz” (when Schneider announced).....	4
“Schwarz” announced.....	5

#### Besides the Matadores.

#### TOURNÉES AND “GUCKSER”

#### (Grand Question.)

Simple Game.....	1
“Schneider”.....	2
“Schwarz”.....	3

#### Besides the Matadores.

#### TOURNÉE.

The player turns one card of the Skat, thereby declaring the color of this card to be trump, except he has turned one of the jacks, in which case he may either declare the color of his jack to be trump, or play a grand tournée. He must, however, decide before seeing the second card of the Skat.

Diamonds.....	5 points
Hearts.....	6 "
Spades.....	7 "
Clubs.....	8 "
Grand.....	12 "

#### SOLO.

The player declares any color out of his hand to be trump without the aid of the Skat.

Diamonds.....	9 points
Hearts.....	10 "
Spades.....	11 "
Clubs.....	12 "
Grand.....	20 "
Grand Ouvert.....	24 "

#### GUCKSER (OR GRAND FRAGE.)

The player takes up both cards of the Skat, thereby declaring jacks only to be trumps. Should he win, the value is 16; losing 32. Every Matadore counts 16, respective 32 more.

#### PASST-MIR-NICHT TOURNÉE.

When a player turns one of the Skat cards and it does not suit him, he may so declare without showing it. He must

then turn the other card, which shall be trump. Should the second card turned be a jack, the player may either play the suit or Grand Tournée. The player is obliged to show the second card before he mixes it with his other cards, otherwise he is bound to play the game which his opponents select after having laid two cards; the highest play called for must then be played by him. If won, counts as tournée; if lost, counts double against the player.

#### NULL—20 POINTS.

The player announcing a Null wins his game by not making a trick.

#### NULL OUVERT—40 POINTS.

The player announces Null Ouvert, exposing his cards and playing openly. He wins his game by not making a trick.

#### RAMSCH—20 POINTS.

When one player obtains no trick, 30 points.

When two players obtain no trick, 50 points.

The "first hand" (being the player next or left to the dealer) may announce Ramsch when all participants have passed or refused to bid. The player having the most points at the end of the game loses. If two or all the participants have the same number of points, the player taking the last trick loses the game. The Skat also belongs to the player making the last trick.

### X. Rules of the Game.

1. The cards, after they have been properly shuffled, shall be cut by the player to the right of the dealer, and dealt in the following order: 3-Skat-4-3. The full deck must be taken up and dealt.

2. If all cards are dealt, the game must be played, even if the dealing was done out of turn; in such case the next deal must be made by the one who should have dealt before, and then proceed as if no misdeal had been made, however, omitting the one who has dealt out of his turn; thus each player deals but once during one round.

3. Bids should be made in numbers, the value of which occur in some possible game.

4. "Schneider" or "Schwarz" cannot be announced in any game in which the aid of the Skat was required.

5. The Skat must not be looked at by any participant before the end of a game, except by the player when playing a game with the aid of the Skat. (See Penalties.)

6. In case a card is served face up, a new deal must be made.

7. The player to be out of Schneider must have at least 31 points; the opponents must have 30.

8. In order to win the game the player must have at least 61; to make Schneider he must have at least 91, and to make Schwarz must take every trick.

9. Null Ouvert and Grand Ouvert must be declared and exposed before a card is played.

10. If any player leads wrongly (plays out of his order) or neglects to follow suit, such error shall terminate the game and the same is to be considered as lost for the side having made the error. (See Penalties.)

11. He who bids and is awarded the play, must play.

12. Ramsch must be played when all participants have passed or failed to bid.

13. All participants must keep their respective tricks in the order in which the cards were played, so that each trick in a game can be traced at the end of the game.

14. Participants have the privilege to examine the last trick made. (This must, however, be done before the next card is played.)

15. If a player has overbid his hand, the next higher value of the respective game is counted and charged against the player, except in "Passt-Mir-Nicht" and "Guckser," where the charge is doubled.

16. If any player by mistake has looked at either of the Skat cards, he shall be debarred from playing and fined 10 points. If he exposed one or both cards to another player, the dealer shall then mix the two cards in the Skat, and he who plays must turn the top card ("Passt-Mir-Nicht" is barred) or any other play.

17. If a player, when turning, accidentally sees both cards without having announced "Passt-Mir-Nicht," he shall be compelled to turn the top card and loses the right to play "Passt-Mir-Nicht" and Grando.

18. If, after the termination of a game, a difference of opinion arises as to which side has won the game, then it shall be the privilege of the player to prove that he won. The player should, in his own interest, see to it that the cards are not thrown together before it has been determined whether the game was won or lost.

19. The player has the privilege to throw his game after the first trick. He loses this privilege after two cards of the second trick are on the table.

20. If it occurs during a tournament that a prize-play is won on account of revoke or playing out of order by one of the opponents, the Skat Master should be immediately notified, and he must decide if the player has a possible chance to win had not the error occurred. In case the Skat Master decides there was a possible chance to win, the player shall not be debarred from winning a prize.

## XI. Penalties.

All Penalties in the Nature of Rules are to be Considered as Rules.

1. A dealer misdealing shall be charged with 10 points and must deal again. If in the course of a game it develops that cards had been misdealt, *i. e.*, that one or more players had either too many or not enough cards, then the player loses the game if he did not have the right number of cards, even if

the same thing occurred with one of the opponents. But if the player had the right number of cards and one or both of the opponents had too many or not enough, then the player wins, even if he would have lost the game otherwise. The dealer is not fined in this case. Each player should make sure before beginning the game that he has ten cards, neither more nor less.

2. Whoever discards more or less than two cards loses his game.
3. If a dealer looks at either of the Skat cards before or during the progress of a game, he shall be charged 10 points.

4. If the player who plays a solo looks at the Skat, he loses his game, but opponents may insist on his continuing for the purpose of increasing his loss.

5. If either opponent examines the Skat the player wins. He has the same privilege as in Paragraph 4, and the one who looks at the Skat loses the number of points the player wins.

6. If, before a game is announced, it is discovered that the Skat cards are missing, or they, or any of them, are in the possession or have been seen by any participant, the dealer shall draw out of the hand of the person having the Skat cards, or any of them, sufficient cards to leave said player ten cards, after which the bidding shall proceed as if no mistake had been made, but the player causing this proceeding shall be fined 25 points and is forbidden to participate in the bidding and denied the opportunity to play any game during this particular deal.

7. A player misleading or neglecting to follow suit loses the game, but any one of the participants has the privilege to have such error corrected and proceed with the game to its end for the purpose of increasing the player's loss. His error is then excused. If then one of the opponents makes one of these errors the player wins his game, but its value is also charged against the opponent making the error.

8. If either of the opponents leads wrongly (plays out of order, or neglects to follow suit) such error shall terminate the game; in such case the game is won by the player, and its value charged against the opponent who made the error, but the player has the privilege to have such error corrected and proceed with the game to its end, for the purpose of increasing the value of the game, in which case the error is excused. If he then makes one of the errors mentioned himself, he loses the game, and the first error is fully condoned.

9. If, in playing Solo, the player has overbid his game and one of the opponents makes one of the errors mentioned, he wins the value of the game which he has bid and the same value shall be charged against the opponent making such error.

10. If, during the progress of a game, any one of the opponents places his cards upon the table, declaring thereby to have defeated the player's game, all the remaining cards belong to the player, and the opponent who erred shall be charged with the full value of the game.

11. If a player throws down his cards and declares his game won he cannot claim another trick.

12. Examining tricks taken (except the last) or recounting is not permitted. Should this be done, the opponent may claim the game.

13. A player announcing a Solo has the privilege, before a card is played, of increasing the Solo or announcing Grando, Schneider or Schwarz.

14. The dealer has the right, and it is his duty, to call attention to any errors in the play.

15. All penalties should not have any effect on the score, but should be figured separately at the end of twenty rounds.

## XII. Order of Prizes and Rules for Awarding Prizes.

**1st Prize:** For the greatest number of games won, after deducting the number of those lost.  
(If two or more players have the same number of games, the one having the most points wins.)

**2d Prize:** For the greatest number of points made on own score.  
(If two or more players have the same number of points, the one having the greatest number of games, after deducting those lost, wins.)

**3d Prize:** For a Solo won against the greatest number of Matadores.  
(a. The value of the Solo precedes, viz.: 1, Grand; 2, Clubs; 3, Spades; 4, Hearts, and 5, Diamonds.)  
(b. In case of two or more equal games against an equal number of Matadores, the total value of the respective game decides; that is to say, Schneider will precede as also Schneider angesagt, etc.)  
(c. In case of two or more equal games of equal value against an equal number of Matadores, the greatest number of points decides.)

**4th Prize:** For the second greatest number of games won, after deducting those lost.  
(If two or more players have the same number of games, the one having the most points wins.)

**5th Prize:** For the second greatest number of points made on own score.  
(If two or more players have the same number of points, the one having the greatest number of games won, deducting those lost, wins.)

**6th Prize:** For the highest game won.  
(If two or more players have the same high play, the one having the most points wins.)

**7th Prize:** For a Tournée won against the greatest number of Matadores.  
(If two or more players have a game without an equal number of Matadores, the rule stated at 3rd Prize shall govern.)  
(In deciding the relative value of different Tournée plays, where there is a tie the same rank as given in the case of Solo games shall apply, always considering Tournée as a class in itself.)

# Cassino

**The Pack.**—Full pack, 52 cards.

**Number of Players.**—Two, three or four (partners, two against two.)

**Cutting.**—Cut for deal—low deals, ace being lowest card.

**Shuffling.**—Any player may shuffle, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—Deal four cards to each player—two at a time in rotation to the left, beginning with eldest hand—and four to the table, face up, two on each round, just before dealer helps himself. The remainder of the pack is left face down on the table, and after the first four cards have been played, four more are dealt to each player as before; but none to the table. This continues until all of the cards have been dealt and played. Deal passes to the left.

**Misdealing.**—Misdeals as follows, forfeit the deal:

1. Failure to have pack cut.
2. Dealing a card incorrectly and failing to correct the error before dealing another.
3. Dealing too many or too few cards to any player or to the table.

If dealer exposes a card in dealing the first round, opponent may claim new deal by the same dealer.

If, after the four cards are dealt to the table, a card is exposed in dealing, or one is found faced in the pack, player to whom it falls may refuse it and be supplied from top of pack. Exposed card must be placed face down in middle of pack. Should the exposure of a card occur on the last round of the deal, dealer must take exposed card, and player whose hand is short may draw from dealer's hand.

If wrong number of cards is given to any player after the first round, the error must be corrected by drawing or supplying deficiency from the pack and dealer cannot count anything on that hand of four cards.

**Objects of the Game.**—To score points by taking in certain cards and card combinations with counting value, as follows:

Cards (greatest number of cards taken in) . . . . .	3 points
Spades (greatest number of spades taken in) . . . . .	1 "
Big Cassino (ten of diamonds) . . . . .	2 "
Little Cassino (two of spades) . . . . .	1 "
Each Ace . . . . .	1 "
Sweep (taking in all cards on the table) . . . . .	1 "

If the count of cards or spades is a tie, neither side scores them.

**The Play.**—Each Player, beginning with eldest hand, may make any of the following plays:

(1.) Take in a combination, *i. e.*, if he holds a card in his hand of the same denomination as one on the table, he may play his card and take in the two. He may also take in any other cards, the sum of which equals the denomination of the one he plays; thus, a nine will take all the nines on the table and also an eight and ace, seven and two, etc.

(2.) He may *build* a combination of two or more cards, by adding a card from his hand to one or more cards on the board, if the sum of such cards equals another card he holds in his hand. He can take in the build with such card on his next turn to play, provided no other player has taken it with another card of the same denomination, or built higher on it. Thus, if a five is on the board and he holds a nine and four, he can build his four on the five and take it with his nine on his next turn, provided no player has built it higher; or taken it in with another nine.

(3.) He may *call* a combination; thus, if he holds two fours, and a third four, or a three and an ace, or two twos is on the board, he may play one of his fours on those on the board, calling it "fours," and take them on his next turn; provided no other player takes it away from him with a four. It will be seen that a *build* can be built higher, but a *call* cannot, since the call contains more than one combination.

(4.) A *sweep* is a card that will take in every card on the table at once. Sweeps are noted by facing one card of the combination in which the sweep is made. If player cannot make any combination, he plays a single card to the table.

After pack is exhausted, player taking last combination takes in all the cards remaining on the board, but this does not constitute a sweep, unless he can take all the cards by combination as above.

**Notes.**—A player cannot raise his own build, unless he has the cards to take in both the first and the second build.

A player can, if possible, make a second build or a call, or take in a combination, or capture another's build, before taking in his first build, otherwise he must take in his first build at his next turn to play.

Cards once taken in cannot be examined, except the last combination won; nor points nor cards counted until all the cards have been played. A mistake cannot be corrected after another combination has been taken in.

A card played out of turn must be withdrawn and laid to one side until the player's correct turn to play, when he must play it to the table. Player in error cannot combine it or win any combination of cards with it. Any cards taken in with it by offending player must be restored to the table.

Builds may be raised with cards from the hand only; never with cards from the board. Builder or caller must name the denomination of the build or call, otherwise any other player may separate and use such cards of it as he chooses.

A player taking a card not belonging to his combination or build must restore it and all other cards in the combination or build to the table, and his own card is laid out separately from the others. If the combination was his own, the cards composing it must be separated; if an adversary's, the combination must be left intact. A player taking in a combination with a wrong card, taking in a wrong combination or card not belonging to him must be challenged, and the error proved before the next combination is taken in. If a player makes a build or a combination and has not in his hand the proper card to take it, he must, upon discovery of the error, restore the cards of such combination to the table. Opponents' cards played subsequent to the error may be taken back and different cards played if opponents choose. If the erroneous build or combination has been taken by another player, there is no penalty or any remedy.

**Game.**—There are two ways to settle: 1st. Each deal is a game in itself and the majority of the 11 points wins, but the sweeps may make it a tie. 2nd. 21 points is game. If both players reach 21 on the same deal, the points score out in the following order: Cards, spades, Big Cassino, Little Cassino, aces and sweeps. If the aces have to decide it, they score in the order of spades, clubs, hearts and diamonds.

### ROYAL CASSINO.

The rules of Cassino apply. In Royal Cassino, however, each jack is considered an eleven spot, each queen a twelve spot, each king a thirteen spot, and aces either ones or fourteens, as player may elect. These cards can be built into combinations with spot cards, making a much more scientific game. Count as in Cassino.

A still better and more scientific game of Royal Cassino is played by using packs containing eleven and twelve spots of each suit. This makes jacks thirteens, queens fourteens, kings fifteens, and aces ones or sixteens. The number of combinations possible are thus greatly increased and interest added.

### ROYAL DRAW CASSINO.

Played the same as Royal Cassino, except that after first four cards are dealt to players and board, remainder of the pack is placed face downward on the table, and each player, after playing a card from his hand, draws the top card from the pack, thus restoring the number of cards in his hand to four. This is continued until pack is exhausted, when hands are played out, and count made in the regular manner. If a player fails to draw in proper turn he cannot correct the error until his next turn to draw, when he must draw two cards.

**SPADE CASSINO.**

The same as Cassino, Royal, or Royal Draw Cassino, except that each card of spade suit counts 1 point for game. Ace, jack, and deuce of spades count 2 each—1 point as ace and jack and Little Cassino respectively, and 1 each as a spade.

Sixty-one points constitute a game.

A cribbage board is used for scoring, and points are scored as made. The only thing which remains to be counted at end of play, therefore, is cards.

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**Michigan**

(BOODLE, CHICAGO, NEWMARKET, OR STOPS.)

**The Pack.**—Full pack, 52 cards. From another pack, Ace hearts, K diamonds, Q spades and J of clubs are used, which are laid on the table face up, called "Boodle Cards."

**Number of Players.**—Three to eight.

**Rank of Cards.**—From the A-2, etc., up to the K.

**Cutting**—Cut for deal—low deals, ace being lowest card.

**Shuffling.**—Any player may shuffle, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Stakes.**—Before the deal, dealer stakes four chips, or as many more as he desires, by placing them on any or all of the Boodle cards. Each other player must stake a like number, either on any one or distributed on several of the Boodle cards, as he chooses.

**Dealing.**—Deal all the cards, one at a time, in rotation to the left, beginning with one extra hand, then dealer, then the other players in turn. No one may see the extra hand, which is for the purpose of making "stops." (See the Play.)

**Objects of the Game.**—(1.) To get rid of all cards in the hand before opponents have done so. (2.) To play cards corresponding to the "Boodle Cards."

**The Play.**—Eldest hand leads from any suit, but must lead his lowest card of that suit. He must also play any card or cards of that suit which are in ascending sequence with it. When he has played as far as he can, next player to left continues the sequence as far as possible, and so on, until no player can continue it higher. Cards played are then turned face downward.

**Stops.**—When a suit cannot be continued, either because the king is reached, or because the next card in sequence is in the dead hand, the one who plays the last card must change the suit. He must begin with the lowest card of some other suit in his hand, unless he has nothing left but the suit just stopped, in which case he plays the next card he has in that suit. After the new suit is opened, the play continues as before, until a new stop is reached, and so on

**Boodle.**—If, during the play, a player gets rid of a card corresponding to one of the Boodle cards, he at once takes whatever chips are staked on that card.

**Game.**—The player who first gets rid of all his cards stops the game, and receives from each of the others as many chips as the player has cards still in his hand. After settling up, there must be a new deal.

Any chips remaining on the Boodle cards after play is stopped are held over and increase the stakes for the next game.

**Penalties.**—Should a player, after making a stop, lead from the same suit in which the stop was made, having another suit in his hand; or should he lead a card of any suit while holding a lower card of that suit, he must pay each other player one chip.

A player failing to continue the sequence when possible, must pay one chip to each other player. Should his card be next in sequence below a Boodle card, he must pay holder of Boodle card the amount staked on such card; or, if no player holds the Boodle card, the player in error must double the stakes on it.

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## Desperation

**The Pack.**—Six full packs of 52 cards each.

**Number of Players.**—Two to six; best six-hand, the alternate players being partners.

**Rank of Cards.**—K (high), Q, J, 10, 9, etc., to ace (low).

**Shuffling.**—Shuffle all six packs together thoroughly. Cut for the lead—player cutting highest card will be leader. Ties recut.

**Dealing.**—Any one may deal two piles of 21 cards each, face down, which constitute two *talons*, one for each side. Arrange the remainder of the cards into 54 hands of five cards each, stacked in one pile, and face downward.

**The Play.**—Leader takes the top hand (five cards from the stock of hands, and, if possible, plays an ace to the center of the table. If leader does not get an ace in the first hand, he passes, playing no card, and next player takes a hand. If he gets no ace, next player takes a hand, and so on until some one gets an ace. In case no player gets an ace, the leader plays one card face upward, to the table immediately in front of him. Each other player, in turn, plays a card, face upward, to the table immediately in front of himself. This method of play continues until all cards in the player's hands are played to the table. Each player is entitled to make four piles of cards in this manner. These piles constitute his "reserve." The top card in each pile must hide all cards beneath it, and only the top card of each pile is available for play. When all the cards in the hands are thus played out, leader takes another hand, and so on, until an ace is played, the talons remaining untouched until then.

Aces constitute foundations for building. As soon as an ace appears, the top card of each of the talons is turned face up. Player of ace continues to play from his hand, talon, or reserve, building on the ace, two, three, etc., to king, paying no attention to suit. Or he may begin another foundation by playing another ace. If he plays out his hand, he takes another hand from the stock, and continues playing as far as possible. No player takes a hand until it is his turn to play.

When a card of either talon is played, the next card beneath it is turned face upward and becomes available for play.

When it comes a player's turn to play, he may play a card from his talon onto any of the foundations, or he may play from one of the four reserve piles in front of himself or partners; or he may play a card from his hand onto any of the foundations. He may continue playing in this manner as long as he can play in sequence.

When he can no longer make any of the above plays, he must either play one card from his hand onto any one of his reserve piles, or must transfer one top card of one reserve pile to the top of another. The play then passes to the left.

Each player should so play as to exhaust his talon as rapidly as possible, and block opponents. Should he fail to play one of his exposed cards when possible, opponents, in turn, may call same, if desired; but player may prevent this, by covering the exposed card with card he plays in front of him. No one should call attention to a possible play. A proper play, when made, must stand, and if a player overlooks his talon card and plays another, he can not take it back.

When a player exhausts his hand by playing to the center, he draws another hand and continues playing; but if his last card is played on his reserve, he must wait his next turn to play before drawing another hand. All aces must be played to the center of the table, but may be played as the player deems best.

When a sequence is completed with king, it may be removed from the table out of the way.

**Game.**—The game is won by the side that first exhausts their talon.

## Panguingue

**The Pack.**—Eight decks, with the eights, nines and tens of each suit omitted, as in Conquain. (In some localities as few as five decks are used.)

**Number of Players.**—Any number may play.

**Cutting.**—Portion of pack is spread and a card drawn by each player. Low takes the eldest hand.

**Dealing.**—Player to *left* of player winning *eldest* hand deals. After first round player to left of winner deals the cards five at a time to the right, serving ten cards to each player. Cards dealt are taken from the head of the deck.

**Shuffling.**—Player to dealer's *left* shuffles at the end of each hand, taking all of the discards and a packet from the foot of the deck and shuffling all together, in order that cards may not be bunched in the pack.

**Misdeal.**—A player receiving more or less than ten cards may abandon the hand and receive a new hand, if he discovers the discrepancy before he has drawn cards. If at any time, after a player has drawn cards, he is found to have either too many or too few cards, he must abandon the hand. He can make no further collections on the hand, but must pay all other players making combinations of value. One foul hand does not invalidate any other valid hand.

**Objects of the Game.**—(a) To form certain combinations of value as follows:

Three cards or more of the same denomination, but of different suit. (Aces or kings may be combined, separately, regardless of suit.)

Three cards or more of the same suit and denomination.

Three cards or more of the same suit in sequence. Ace being in sequence with the deuce and not with the king.

(b) To form in combinations eleven cards, first player forming such combinations winning the game.

**Value of Hands.**—Cards are divided into two classes—valle (value) cards and non-valle cards. Treys, fives and sevens are valle cards. All others are non-valle cards.

**Conditions.**—Combinations of values are known as "conditions," which are as follows:

(a) Any three valle cards of the same denomination, all of different suit, or all of the same suit form a condition.

(b) Any three non-valle cards, of the same suit and denomination, form a condition.

(c) Ace, deuce and trey of the same suit, form a condition.

(d) King, queen and jack of the same suit, form a condition.

**Value of Conditions.**—Each of the following conditions is "worth" one chip from each other player:

(a) Three valle cards of the same denomination, but of different suits.

(b) Three non-valle cards of the same suit and denomination.

(c) Sequence of ace, deuce and trey of the same suit.

(d) Sequence of king, queen and jack of the same suit.

These values apply to heart, club and diamond combinations. If the condition is of the spade suit, it is worth double that of a similar condition of the other suits.

**The Play.**—After the deal is completed, the dealer turns the top card or "Deck Head" face up. The eldest hand may either use this card in some combination or draw another card. No other player may use the deck head except in a two-handed game, but any other card turned by any other player and not used by him, may be used by the player immediately to the right of the player discarding the same, if he desires, but no other player.

If the eldest hand forms from the cards in his hand and with the card drawn by him any valid combination, he lays such cards face up on the table in front of him. If the cards thus exposed form a condition he announces the fact and collects from each player chips in accordance with the value of the condition. If he has another combination in his hand, he may, at his option, expose it, and at the same time make another collection, if these cards also form a condition. After he has exposed such combinations as he desires, he discards any card remaining in his hand, leaving a collective total of ten cards in his hand and upon the table.

The next player to the right may either use this discard or may turn a new card from the deck. Play proceeds in this manner until the hand is out.

A player must use a card passed or discarded to him or drawn by him, if it applies to any combination which he has already exposed, at the request of any other player. Otherwise he may use the card or not, as he desires.

No player can show on the table any other combinations than those named above, except that when he has a condition in his hand, as, for example, three spade sevens, he may combine them with any other seven which he may draw, or which may be passed or discarded to him, and thus form a combination. This applies to any other "pay" combination, that is, one held in the player's hand. In addition, a player may, should he hold ace, deuce and trey, add a four which he has received or should he hold king, queen and jack, add a seven of the same suit, as provided above and collect on the hand.

A player may "cut" off a card from either end of a sequence or "stringer," provided he leaves three cards in the stringer, or he may cut off from a combination of more than three cards

of the same denomination, provided the combination is valid after this card is removed. For example: A player shows the spade, heart and club seven and afterwards adds another club as a stringer, for example, but he cannot remove the spade or heart seven, as the remaining spread would not be valid.

As aces and kings are termed "non-Comoquers," that is, any three aces or any three kings, regardless of suit, may be spread, an ace or king may be cut off at any time, provided three cards remain in the spread. The player may, if he desires, cut off from any combination, and at the same time add another card from his hand to make the original combination valid.

After a valid combination has been exposed, any card of the same denomination may be added, if the combination was originally of three cards of the same denomination, or cards may be added to either end of a stringer. If desired, a stringer may be split, provided three cards remain in both portions of the split. Additional collections are made when added cards form new conditions. Where cards are added to a condition a new condition must be made before any added collections can be made. For example, a player exposes the heart, club and diamond trey and collects one chip. Later he draws two more club treys. The new condition is worth two chips, but as the player has already used one of the club treys in a previous condition, he is paid but one chip. Should another trey be added which will make the original condition worth, as a spade troy, for example he would again collect one chip. A player who has exposed three cards of the same suit and denomination, collects the original value of the condition, on adding any similar card or cards. These rules apply generally to all conditions; cards used in one condition can be cut off and used in another condition, but no collection can be made on the new condition unless the former condition is first made good by drawing additional cards.

When a player has exposed ten cards on the table the player to his left cannot discard from his hand a card that will give this player the game unless he should be "forced," that is, draw cards in such a manner that he has no discard that will not give the player to his right the game.

When the player wins the game, by showing eleven cards in combination as described above, he collects from each player one chip for the game and in addition, the value of all conditions shown by him at the end of the game.

Chips of an agreed value are used in paying. Should, at any stage of the game, a player declare that he will pay no losses greater than that represented by his chips, and afterwards, make a "collection," he receives from each player only chips to the extent of those he has in his possession at the time. For example: A player has but two chips remaining and exposes three spade sevens which are worth four chips. He receives but two chips from each remaining players. If on any succeeding

round, during the same hand, the player is able to expose another combination, however, whether it be a condition or not he collects the remaining two chips due him.

The careful study of Conquain by observation, will aid the player in mastering the apparent intricacies of Panguingue, which, in reality, is a fairly simple game.

**Penalties for Foul Play in Game of Panguingue.**—A foul play is cards spread that do not conform to conditions A, B, C and D (example, two Queens Clubs and one Queen Spades) when such spread is made, and Play passed to next player, the foul lay may be called foul by any player at any time before termination of the game, and if foul has been called, the player forfeits the hand, and all collections made upon it, and continues to pay any and all conditions to end of game.

If a person plays a foul hand, namely 9 or 11 cards, and he has made any collections he must pay back to each player the number of chips he has received, and throw his hand into the discard, and continues paying until that deal is finished.

If he makes a foul spread, namely two three of Clubs and one trey of Hearts, he must do the same as if he had a foul hand, unless he had the correct trey in his hand, or draws a proper trey before foul spread is discovered.

## Fan Tan

**The Pack.**—Full pack of 52 cards.

**Number of Players.**—Any number may play—best six or seven-hand.

**Rank of Cards.**—A (low), to K (high).

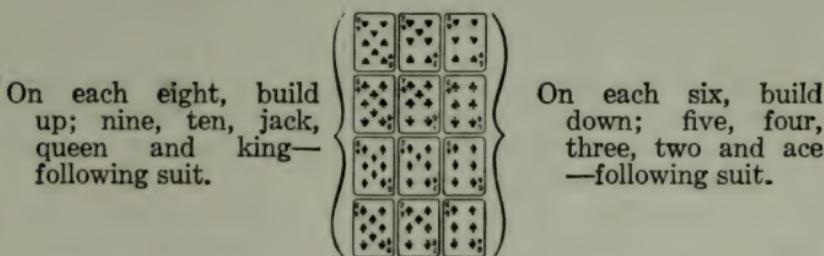
**Cutting.**—Cut for deal—low deals, ace being lowest card.

**Shuffling.**—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—One card at a time to each player in rotation, beginning with player next to dealer on the left, until all cards are dealt. Deal passes to the left.

**Objects of the Game.**—To get rid of all cards in the hand, before other players have done so.

**The Play.**—Each player is provided with an equal number of chips or counters. Eldest hand (player to dealer's left) plays a seven face up on the table. If he has no seven, he puts one chip into the pool. Next player then plays a seven, or if eldest hand has played a seven, next player may play a six or an eight of the same suit. Each player in turn then plays a card (either a seven or a card next in sequence and suit to the one last played). Sixes are placed on one side of the sevens and eights on the other. Fives are played on sixes and build down to aces, and nines are played on eights, and build up to kings. (See Diagram.)



Should any player be unable to play at his proper turn he must add one chip to the pool. First player getting rid of all his cards wins the pool. Each player with cards remaining in his hand must pay the winner one chip for each card he has left.

Should a player fail to play when possible, he forfeits three chips. If he overlooks the play of a seven, he forfeits five chips each to the holder of the six and eight of that suit.

In two-hand game, cards are dealt as though three were playing, the third hand remaining face downward on the table. In case either player cannot play at his proper turn he must draw the top card from extra hand. If still unable to play he must forfeit a chip and draw again.

Sixty-card packs, containing eleven and twelve spots, are coming into general use for Fan Tan, as they divide equally among almost any number of players. With this pack, eights are used for starters instead of sevens.

There is another form of Fan Tan in vogue, in which eldest hand leads any card he pleases and other players must play on it in ascending sequence until the entire suit is played. Each failure to play forfeits one chip. Player of last card of a suit starts with any card he chooses for the next suit. After king has been reached, the sequence is continued by ace, two, etc. The player who first plays out his entire hand wins the pool, and gets one chip from each other player for each card held at the time winner plays his last card.

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## Schafkopf—(*Sheepshead*)

### Game No. 1.

**The Pack.**—32-card pack (7's low).

**Number of Players.**—Four.

**Rank of Cards.**—The four jacks are permanent trumps and rank clubs (highest), spades, hearts, diamonds (lowest). In addition to the four jacks, one suit is named trump (see *Making the Trump*) for each deal, the cards of which rank below the jacks and with relation to each other as follows: Ace (highest) 10, K, Q, 9, 8, 7 (lowest). Non-trump suits rank ace (highest), 10, K, Q, 9, 8, 7 (lowest).

**Cutting.**—Cut for partners and deal, the higher two being partners against the lower two, and the highest of all is dealer.

**Shuffling.**—Any player may shuffle the cards, dealer last, and player to dealer's right cuts.

**Dealing.**—Deal eight cards to each player—four cards at a time in rotation to the left, beginning with player to left of dealer. Deal passes to the left.

**Objects of the Game.**—To win in tricks certain cards of counting value as follows: Aces, 11; tens, 10; kings, 4; queens, 3, and jacks, 2.

Each side puts up an equal number of counters before the deal.

**Making the Trump.**—The side making the trump must win 60 points and as many more as they bid; thus, side bidding fifteen must win 75 points, etc.

Eldest hand has first bid, and the bidding passes in rotation to the left, each player being allowed but one bid. Highest bidder names trump suit. If all pass, player holding jack of clubs must announce trump.

**The Play.**—Eldest hand leads any card, and each player in turn to the left plays and must follow suit if possible. Holding no card of suit led, player may either trump or play a card of another suit.

Winner of first trick leads for second, and so on until the hands are played out. Points are then counted and settled for, and cards are bunched and a new deal ensues.

**Errors in Play.**—**The Revoke.**—If a player, holding the suit led, fails to follow suit, he revokes. The penalty for a revoke accrues to opponents of revoking side.

**Scoring.**—If the side which makes the trump wins as many points as they bid, they win the pool. If they win 91 points they win double the amount, provided they make good their bid. If they win 120 points, they win four times the amount. In case of no bid, the side which holds the jack of clubs names the trump wins the pool if they win 60 points. If the side making the trump fails to make 60 points (or as much as they bid, if their bid was for more than that amount) their opponents win the pool. If opponents of side making the trump win 91 points, they win double; if they win 120 points, they win four times the amount.

**Game No. 2.**—The same as Game No. 1, except that there are six permanent trumps, which rank as follows: Queen of clubs (highest), queen of spades, jack of clubs, jack of spades, jack of hearts, jack of diamonds. A suit is made trump as in Game No. 1. Otherwise the rules for Game No. 1 apply.

**Game No. 3.**—Played by four players as individuals. Diamonds always trumps. Each player forfeits one chip for each trick he takes less than two, and receives one chip for each trick he takes more than two. Tricks and not points are scored. In all other respects the rules for Game No. 1 apply.

**Game No. 4.**—Four players (two partners against the other two). There are six permanent trumps, as in Game No. 2. Player holding queen of clubs, with his partner, must make 61 points, or pay double the forfeit. Otherwise the rules for Game No. 1 apply.

**Game No. 5.**—For four players (two partners against the other two). There are fourteen trumps, which rank as follows: Queen of clubs (highest), queen of spades, queen of hearts, queen of diamonds, jack of clubs, jack of spades, jack of hearts, jack of diamonds, ace, ten, king, nine, 8, 7 of diamonds. As a general rule diamonds are trumps, but trump may be announced as in Game No. 1. Score as in Game No. 2.

**Game No. 6.**—For six players (three partners against the other three), partners being seated alternately. There are fourteen trumps, as in Game No. 5. Other rules the same as Game No. 5.

**Game No. 7.**—Played with a double pack—48 cards (9's low). Diamonds are permanent trump suit, and trumps rank as in Game No. 5, making twenty-four trumps in all. If two cards of the same suit and denomination fall upon the same trick, the first played ranks above the second. Game is 121 points.

**Game No. 8.**—Played with double pack of 48 cards, by six players (three partners against the other three), partners sitting opposite each other, each player receiving eight cards. Other rules the same as Game No. 7.

**Game No. 9.**—Played with a double pack of 64 cards (7's low), by eight players (four partners against the other four), partners being seated alternately. Diamonds are always trump. Other rules the same as in Game No. 7.

## Two-Ten-Jack

**The Pack.**—Full pack, 52 cards; joker omitted.

**Number of Players.**—Two, three or four. Best two-hand. (For three and four-hand, see description following.)

**Rank of Cards.**—A (high), K, Q, J, 10, 9, etc., to 2 (low). Hearts and ace of spades (called "Speculation") are always trumps, the spade ace being the highest trump, ranking above the ace of hearts.

**Cutting.**—Cut for deal—low deals, ace being low in cutting.

**Shuffling.**—Either player may shuffle, dealer last, and dealer's opponent (pone) cuts, leaving at least five cards in each packet.

**Dealing.**—Deal six cards to each player, one at a time, alternately, beginning with pone. Place the remainder of the pack (talon) face upwards on the table.

**Objects of the Game.**—To win in tricks, certain cards of counting value, and to avoid winning certain cards which count against player winning them. (See Scoring).

**The Play.**—Eldest hand leads any card and pone plays to the lead. Highest card played of suit led wins the trick, unless trumped, when trump wins. Winner of first trick takes the top card of the talon into his hand (his opponent taking the next) and leads for the next trick. This continues until the talon and hands are exhausted. The points made by each player are then recorded and a new deal ensues.

In playing suit must be followed except in one instance; when trumps are led it is optional with the holder of "Speculation" to play it or not. Speculation must follow suit to spades, however, if holder has no other spade.

**Scoring.**—The counting cards in hearts, diamonds and clubs count for the player winning them in tricks. Those in spades count against the player winning them.

Table of Counting Points.

*Hearts.*

Two	.....	10	points
Ten	.....	10	"
Jack	.....	10	"
Ace	.....	5	"
King	.....	5	"
Queen	.....	5	"

*Clubs.*

Ace	.....	1	"
King	.....	1	"
Queen	.....	1	"
Jack	.....	1	"

*Diamonds.*

Ace	.....	1	point
King	.....	1	"
Queen	.....	1	"
Jack	.....	1	"

*Spades.*

Two	.....	10	points
Ten	.....	10	"
Jack	.....	10	"
Ace	.....	5	"
King	.....	5	"
Queen	.....	5	"

At the end of each hand each player totals separately his plus and minus points, and deducts the lesser total from the greater. If this greater score is plus, the difference is scored as plus; if the greater score is minus, the difference is scored as minus.

**Game.**—100 points is game.

#### **THREE-HAND TWO-TEN-JACK.**

Use 51 cards, omitting the three of clubs. Deal six cards to each, one at a time in rotation to the left, beginning with eldest hand. Deal passes to the left.

The play is the same as in the two-hand game, except that winner of trick takes top card from talon, player to his left takes the next, and third player the next.

#### **FOUR-HAND TWO-TEN-JACK.**

For four players, two partners against the two others. Use full pack. Deal four cards to each player, one at a time in rotation to the left, beginning with eldest hand.

The play is the same as in the three-hand game, players drawing from the talon after each trick in turn to the left, beginning with winner of trick.

## Boston

**The Pack.**—Two packs of 52 cards each, one of which is played with at a time.

**Number of Players.**—Four.

**Rank of Cards.**—A, K, Q, down to the 2.

**Cutting.**—Cut for deal and choice of seats. Low deals, and ace is low.

**Shuffling.**—The cards must never be shuffled after the first deal. Player to right of dealer cuts, leaving at least five in each packet. If a hand is not played, each player must sort his cards into sequence and suit before throwing them down.

**Dealing.**—The dealer gives cards four at a time for two rounds and then five at a time.

**The Trump.**—The player opposite the dealer cuts the still pack and the top card is turned up for the trump. This suit is called "first preference." The suit of the same color is "second preference" or "color." The others are plain suits.

**Objects of the Game.**—Beginning with the eldest hand, each player can bid to win a certain number of tricks, if he is allowed to name the trump suit; or to lose a certain number of tricks if there is no trump at all. The bidder will have to play against three adversaries. If he succeeds, he wins the pool and is paid by the others. If he fails he must double the pool and pay each of the others.

**The Pool.**—Players have white and red counters, each red worth five whites. One red is placed in the pool by each as a starter. Penalties, such as one red for a misdeal, four for a revoke, and double the amount then in the pool for failure, add to the pool at times. When there are more than 25 reds in a pool, the surplus is set aside, and only the 25 can be won on one deal. No bid of less than 7 tricks wins a pool unless the adversaries insist on playing the hand.

**Bidding.**—The bids rank as follows:

Boston—to win 5 tricks.

To win 6 tricks.

To win 7 tricks.

To lose 12 tricks, after having discarded a card which is not shown—called Little Misery.

To win 8 tricks.

To win 9 tricks.

To lose every trick, called Grand Misery.

To win 10 tricks.

To win 11 tricks.

To play a little misery with the cards exposed. This is called a Little Spread.

To win 12 tricks.

To play a grand misery with the cards exposed. This is called a Big Spread.

To win all 13 tricks, called Grand Slam.

A bid of so many tricks means with a trump to be named. If another player says, "I keep," he means that he will bid the same number of tricks "in color." If a third says, "I keep over you," he means that he will bid the same number in first preference. A higher bid than first preference must be for a greater number of tricks. If all pass, the deal is void.

**The Play.**—No matter who is the successful bidder, eldest hand leads. When little miseries are played, each player discards a card, not to be shown. Spreads are laid down before a card is led.

**Payments.**—The American system is to pay the bidder for just what he bid, so that he gets nothing for winning extra tricks. As soon as he makes good his bid, the hands are thrown down.

Trick bid:—	5	6	7	8	9	10	11	12	13
Amount:—	10	15	20	25	35	45	65	105	170

When the bidder fails, he is said to be "put in for" so many tricks and pays as follows:

Tricks Bid	Number put in for:												
	1	2	3	4	5	6	7	8	9	10	11	12	13
5	10	20	30	40	50								
6	15	25	35	45	55	65							
7	20	30	40	50	60	70	80						
8	25	35	45	55	70	85	100	115					
9	35	45	55	65	80	95	110	125	140				
10	45	55	70	80	95	110	125	140	155	170			
11	70	80	95	110	125	140	155	170	185	200	220		
12	120	130	145	160	180	200	220	240	260	280	300	320	
13	180	200	220	240	260	280	300	320	340	360	390	420	450

When miseries are bid, the caller wins from or loses to each player: 20 for little misery; 40 for big misery; 80 for little spread, and 160 for big spread.

## Piquet

**The Pack.**—The 32-card pack, ranking A, K, Q, J, 10, 9, 8, 7, the ace being high in cutting and in play. There are never any trumps.

**Number of Players.**—Two.

**Cutting.**—The players cut for seats and deal, lowest having the choice. The dealer is called the younger hand, his opponent being elder hand.

**Dealing.**—Twelve cards to each player, two or three at a time, all face down. The remaining eight cards are laid on the table, face down, the upper five being laid across the lower three.

**Objects of the Game.**—The object is to score for certain combinations held in the hand and afterward to win tricks. The hands are improved by drawing to them.

**Discarding.**—Each player examines his twelve cards. If elder hand finds he has no king, queen or jack, he at once announces carte blanche, which counts him 10 points. If the dealer has carte blanche, he does not announce it until elder hand has discarded.

Elder hand may discard any number from one to five, but he must take one. Having discarded, he takes from the top of the stock enough to replace those laid out, announcing it if he leaves any of the five to which he is entitled. The dealer then discards and draws and he may take none or he may take any or all of those that are left by elder hand. If any are left, he must take them before he takes the three that belong to him. Elder hand may look at any of the first five that he leaves. If the dealer looks at what he leaves, elder hand may see them also, after he has led to the first trick.

**The Points.**—The object in discarding and drawing is to secure some of the counting combinations. These are:

The point is the suit that has the greatest pip value, reckoning aces as 11, court cards at 10; the 10, 9, 8, 7, at their face value. If both players have a five-card suit, one worth 51, the other worth 48, the 51 wins the point. Each card in that suit is worth 1, so that a point of five cards is worth 5. Only the better hand counts it.

Sequence is three or more cards of the same suit in order, such as K, Q, J, or 7, 8, 9. Only the player with the longer sequence counts it. If length is equal, the highest card wins. K, Q, J, 10 beating J, 10, 9, 8. Sequences of three or four count 1 point for each card. Sequences of five or more add 10, so that six to a king is worth 16 points. The player with the best sequence can count all the others he holds, his opponent counting none.

Triplets and fours. Any three of a kind better than nines count 3 points. Four of a kind counts 14. The player who

has the higher triplet or four can count any inferior ones, his adversary counting none.

**Declaring.**—After the discarding and drawing is complete, elder hand calls his point and younger hand says "good" or "not good," according to whether he has better or not. As the point is called by the number of cards, such as "a point of five," younger hand may reply "equal," in which case the pips are counted. Sequences may be equaled also, in which case neither scores.

The hand is always called in regular order—point, sequence, and triplets or fours. As fast as anything is admitted to be good, elder hand adds its value to his score aloud, as "Point of five." "Good." "That is five." A sequence of four to the king." "Not good." "Four tens." "Good. "That is nineteen. I lead a spade. Twenty." Each card led counts one.

Before younger hand plays to the trick, he announces what he had that was better than elder hand, if anything.

**Pic.** If elder hand can count thirty by his points and by the cards he leads, before younger hand has anything that is good, he scores thirty more for pic. Of course, if younger hand wins a trick before elder hand gets to thirty, that stops the pic. Younger hand can never make pic, because elder hand's lead counts him a point.

**Repic.**—If either player can get to thirty without playing a card, he adds sixty for repic, all his declarations being admitted to be good. Equalities do not save repic. Suppose elder hand held a point of five to the king. If that is good, the sequence must be good also, five and fifteen, or 20 points. If he has also four queens, that is 34, giving him repic and adding 60, so he calls 94.

**The Play.**—Elder hand leads any card he pleases and counts one for it. Younger hand must follow suit. If the winner of a trick is the leader, he simply counts one for his next lead; but if the second player wins the trick, he counts one for winning it, and then one more for his next lead. No matter which player wins the last trick of all, he gets one extra for it.

If each player wins six tricks, it is a tie; but if either player gets more than six, he adds 10 points for "cards." If one player wins every trick, he scores 40 for "capot." This 40 includes the scores for the odd trick and for the last trick.

**Scoring.**—In Straight Piquet, 100 points is game, and the first player to reach it, wins. If it may be a tie, the order of precedence is: Carte blanche, point, sequence, triplets or fours, repic, points for tricks, the odd trick, and capot last.

In Rubicon Piquet, which is the more popular game, instead of playing 100 points up, six deals make a game, and at the end of these six deals the scores are added up, the lower being then deducted from the higher and 100 points added to the difference.

If either or both players fail to reach 100 points in the six deals, the higher score is the winner and he adds to his score the points made by the loser, instead of deducting them.

## Vint

**The Pack.**—52 cards, which rank from the A, K, Q (high) down to the deuce (low).

**Number of Players.**—Four. If more than four offer, the players are selected by cutting, as in Bridge.

**Cutting for Partners.**—The two lowest pair against the two highest and the lowest cut deals the first hand. In cutting, ace is low.

**The Deal.**—The dealer gives each player thirteen cards, one at a time, beginning on his left. No trump is turned. All irregularities are governed by the laws of Auction Bridge.

**Making the Trump.**—The dealer has the first chance to bid or pass. Each player in turn may bid to make a specified number of tricks, from seven to thirteen, naming the trump suit or no-trumps. The highest bid is no-trumps, then hearts, diamonds, clubs and spades.

**Bidding.**—Each player in turn must bid more tricks in the same suit or the same number in a better suit, as in Auction Bridge. No player can increase his own bid unless he is overbid in the interval, but there is no limit to the number of times a player may overbid another.

**The Play.**—No matter who dealt, the player to the left of the highest bidder leads for the first trick. Each player must follow suit if he can and the highest card played, if of the suit led, wins the trick, trumps winning all other suits. There is no dummy hand in Vint.

**Scoring.**—It is not the rank of the suits, as in Auction Bridge, but the number of tricks bid that determines the value of the tricks won, when it comes to scoring. Both sides score for every individual trick, regardless of the book. Every trick won by the same partners is worth:

10 points, if the bid is 1 over the book.							
20	"	"	"	2	"	"	"
30	"	"	"	3	"	"	"
40	"	"	"	4	"	"	"
50	"	"	"	5	"	"	"
60	"	"	"	6	"	"	"
70	"	"	"	7	"	"	"

Suppose the winning bid was three in diamonds, meaning nine tricks, and the bidders won three by cards, they would score  $9 \times 30$ , or 270, while their adversaries would score,  $4 \times 30$ , or 120.

**The Game.**—The side that first reaches 500 is game, and it may be won in the middle of a hand, as the bidder does not get any privilege in the way of first count. The partners that win

a game add 1,000 points in honors. The partners winning two games get the rubber and add 2,000.

**Slams.**—If a little slam (12 tricks) is made but not bid, it is worth 1,000 in honors. Both bid and made, 6,000. Grand slam (13 tricks) made but not bid, 2,000. Both bid and made, 12,000.

**Lost Games.**—When the highest bidder fails to carry out his contract, his adversaries score 100 times the value of the tricks as penalty, but only in the honor column, the tricks the adversaries actually win being scored as usual toward game. Suppose the bid is three in diamonds and the bidder gets only seven tricks. He scores for the seven tricks at 30 each. His adversaries score for six at 30 each. Then they score 6,000 penalty in honors for the two tricks by which he failed, each worth 100 times 30.

**Honors.**—The four aces are always honors, and when there is a trump suit the A, K, Q, J, 10 are honors. This makes an ace of trumps count double. Each honor is worth ten times as much as the trick value of the bid. If the bid is three by cards, the honors are worth 300 each. The side that has the majority of honors scores them all, not the difference; but if the aces and the trump honors are so divided that each side has a majority, they offset.

Suppose the bidder's side has four aces and two honors in hearts. The adversaries must have three honors in hearts. The bidder counts his four aces, the adversaries count their three honors. If the aces are a tie, the side winning the most tricks scores them, usually the bidder.

In no-trumps the honors are worth 25 times the trick value. If aces are even, neither side scores. In a bid of two no-trumps, three aces would be worth 25 times 20 each, or 1,500 altogether.

**Coronets.**—Any sequence of three or more cards in any suit is a coronet. Three or four aces in one hand is also a coronet. When there is a trump suit, a coronet is worth 500 points in honors. Each additional card is worth 500 more, so that the K, Q, J, 10, 9 of any suit would be worth 1,500. In the trump suit itself and in all the suits when there are no-trumps, these coronets are worth double, and each additional card is worth 1,000 more.

**Rubbers.**—When the same partners have won two games, that ends the first rubber. The partners must then be changed without cutting for it, and at the end of the second rubber they must be changed again, so that each shall have had each once.

## Hasenpfeffer

**The Pack.**—25 cards, all below the nine being thrown out and the joker added to the pack.

**Number of Players.**—Four, two being partners against the other two.

**Cutting.**—Cut for partners, the two lower being paired against the two higher. The lowest has the choice of seats and deals the first hand. Ace is high in cutting.

**Rank of the Cards.**—The joker is the best trump, then the jack of the trump suit, then the jack of the same color, and then the A, K, Q, 10, 9 in that order. Suits of the color that is not trump rank A, K, Q, J, 10, 9.

**Dealing.**—Six cards are dealt to each player, three at a time on each round. The last card remains on the table face down and must not be looked at.

**Bidding.**—Each player in turn, beginning on the dealer's left, has one bid, and he names the number of tricks he thinks he can make, but without specifying the suit he will select for the trump. The highest bidder names the trump and leads for the first trick.

**Scoring.**—Each trick counts a point and 10 points is a game. If the bidder does not make as many tricks as he bids, he is set back the amount of his bid.

**Double-Pack Game.**—2, 3, 4 or 6 may play with the double pinochle pack, 48 cards, 9 low, without the joker. If duplicate cards are played to the same trick, the first played wins. When 3 persons play, each is for himself; 4 are partners, 2 against 2; 6 are partners, 3 against 3. Four cards at a time are dealt to each player until the whole pack is distributed.

**Bidding.**—This is the same as in the single-pack game, but the lowest bid allowed is six tricks. If the bidder thinks he can win all the tricks, he may, if he choose, discard two cards and ask his partner for two of his best, after naming the trump. The bidder then plays alone. If the game is 4-hand his side scores 24 if he succeeds, but is set 12 if he fails. In 6-hand, he scores 16 if he wins, or is set 8. If all pass without a bid, the dealer must bid 6 and play the hand.

**Scoring.**—Each trick counts 1, except in lone hands. and 62 points is game.

## I Doubt It

This is a round game for any number of players. The 52-card pack is dealt out one card at a time as far as it will go equally, the remainder being left on the table, face down.

Eldest hand begins by laying on the table, face down, any three cards which he chooses to select from his hand, saying, "These are three tens," or any other denomination he likes to name. It is then the privilege of each player in turn to the left to doubt this statement.

If any player says, "I doubt it," the three cards are at once turned face up. If the statement was not correct, the player must take the three cards back into his hand, together with all the other cards that are on the table at the time. If the statement turns out to be true, the one who doubted it must take the three cards and all the others on the table. It is then the turn of the next player to lay down three cards and state what they are.

If no one questions the statement the three cards are not shown, and no explanation is given as to whether they were as represented or not. The three cards are left on the table, face down, with the rest. In this manner cards are got rid of, and the only object in questioning the statements made about them is to prevent the holder from getting rid of three cards at a time.

The first to get rid of all his cards gets a chip from each of the others for each card they hold. When a player has not three cards to lay down, he must draw from the table until he gets three. If there are no cards on the table, he must pass his turn until there are cards to draw from when it comes around to him again.

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## Preference

**The Pack.**—32 cards, which rank A (high), K, Q, J, 10, 9, 8, 7 (low). The suits rank hearts, diamonds, clubs and spades—hearts being always preference.

**Number of Players.**—Three active. If four play, the dealer takes no cards.

**The Pool.**—Each player puts into the pool an agreed amount, the successful bidder adds as much as he bids for the privilege of naming the trump.

**The Deal.**—Any one may deal the first hand, after which the deal passes to the left. The cards cut, they are distributed 3-4-3 at a time, two being laid off for the widow at the end of the first round.

**The Bids.**—On the first round, any player who thinks he can take six tricks, names the suit, and the suits outrank one another, the number of tricks not being named. If there are no bids, each has another chance to bid for the widow, naming the number of counters he will put into the pool for the privilege. The highest bidder takes the widow discards two cards and then names the trump suit.

Payments are made according to an agreed value for the tricks, varying with the suits. These payments are made from the pool.

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## Authors

**The Pack.**—Full pack of 52 cards, or the 64-card pack may be used.

**Number of Players.**—Any number can play—five to eight making a good table. The cards are dealt round, face up, and the first ace takes the first deal.

**Rank of the Cards.**—The cards have no rank, each four of a kind being equal to any other four of a kind.

**The Deal.**—The cards are dealt one at a time, from left to right, until the pack is exhausted. If some players have more than others, it does not matter.

**Objects of the Game.**—The object of each player is to secure tricks consisting of four cards of the same denomination, such as four eights or four kings, and the player who has the largest number of these tricks at the end wins the game. In case of ties, the higher denomination of the tricks wins.

**The Play.**—The player on the left of the dealer begins by asking for a certain card, naming the suit, and he must have one of the same denomination in his hand when he asks for it. He may ask any player he pleases, but he must ask a certain player. If the player asked has the card, he must hand it over and the successful asker can then ask any player for any other card, provided he has one of that denomination in his hand.

If the player asked has not the card demanded, the privilege of the ask passes to him. The moment a player gets together four cards of the same denomination, he lays them face down in front of him as a trick toward game.

## Grand.

**The Pack.**—52 cards, which rank from the A, K, Q down to the 2 in each suit. Two packs should be used, so as to mark the position of the deal, as the highest bidder always leads, but the deal goes to the left in order.

**Players.**—Four—two playing against two as partners.

**Cutting.**—The ace is low in cutting. The two lower cuts are partners against the two higher, and the lowest of all has the choice of seats and cards, and deals the first hand. Ties cut again.

**Dealing.**—Each player receives thirteen cards, dealt one at a time, no trump turned. A misdeal does not lose the deal.

**Objects of the Game.**—The game is 100 points, and the object is to reach that number or to be nearer to it than your adversaries when the time agreed upon to quit playing arrives. These points are made by scoring so much apiece for tricks over the book when the game is Whist or Grand; for three tricks, or four tricks, or a march, when the game is Euchre; and for no hearts taken in when the game is Hearts.

**Quitting Time.**—As this is a game in which the bidder is continually being set back, it is often impossible for either side to reach 100 points, so a quitting time should always be agreed upon in case of an unfinished game. The side that is farthest from 100 when this time arrives, owes the other side the number of points they are short, together with 10 points for each time they have been set back.

**Set Backs.**—The set backs must be marked on the score card with a cross, so that they may be counted up at the end of the play. Suppose A and B have 55 points and eleven set backs, while Y and Z have 70 points and eight set backs, A-B lose the 45 they are short of 100 and 30 for the three set backs in excess of those scored against Y and Z. If Y and Z were the ones with eleven set backs, to A-B's eight, then the net loss for A-B would be 15 points only, instead of 75.

**Bidding.**—The eldest hand always has the first bid and he must either call a certain number of points, five or more, or pass. Nothing is said about the game he purposed to play or the trump suit, only so many points, usually multiples of five. Only one bid is allowed to each player in turn, and the highest bidder then names the game. If all pass, the dealer must bid five and play something.

The highest bidder always leads for the first trick.

**Game Values.**—In Straight Whist, each trick over the book is worth 5 points. Grand slam, 30 extra. The highest possible score at Whist is, therefore, 65. Honors have no scoring value.

In Euchre, the odd trick, commonly called the Point, is worth 5 only. Four tricks are worth 10, and a march made by two players is worth 20, unless the bidder has declared to play alone and asked for his partner's best. If he has not bid more than 20 he need not ask for his partner's best.

If the bidder is willing to play alone to make 25, he must ask for his partner's best and give the adversaries the same privilege, so that if one of them has the king or queen, he may get as many guards to it as he can. The bidder almost invariably holds both bowers and the ace, unless the bid is forced.

When the game is Euchre, each player discards down to five cards, and nothing lower than the eight may be kept in the trump suit. Any player found with a smaller trump, or more than five cards, has a foul hand. The bidder must discard before seeing what card his partner is about to give him.

Hearts is a safety bid more than anything else. When the dealer's side is 70 or more, the eldest hand may declare to play hearts without bidding at all. He leads a card at once and says, "This is hearts." At any lower score, or when it is not the dealer that is 70 or better, this cannot be done, and the privilege is restricted to the eldest hand always.

If neither the eldest hand nor his partner takes in a heart, they score 50 points, and the dealer is set back 13, one for each heart. If the eldest hand or his partner take in any hearts, they score nothing, but are set back a point for each heart, so that both sides go back more or less. Should the dealer's side get no hearts, they would score 50 and set their opponents back 13.

If the dealer's score is not as good as 70, and the eldest hand passes without making a bid, it is usually a sign that he is willing to play hearts but does not want to call them for fear his partner might have something better. When he does not want to play hearts, he should make a bid of some kind, if only 5 points.

The highest bidder can always make the game hearts, unless he has bid more than 50, and if neither he nor his partner take in a heart, they score 50 and set the other side 13. But if the bidder or his partner take in any hearts, they are set back the amount of the bid and one extra for each heart they take, so that both sides go back.

Grand is Whist without a trump, but there is no exposed dummy hand. Each trick over the book is worth 9, and Grand slam is worth 40, so that it is possible to make 103. A Grand slam at Grand wins the game, even if the bidder is in the hole when it is played.

All bids are usually in multiples of five, not in nines, because even if the bidder intends to play a grand, he should not betray the fact, but he may overcall his partner's 15 with 18, or an adversary's 25 with 27.

In all games, the bidder can score as much more than his actual bid as he can make. He may make five by cards at grand, worth 45, on a bid of 5.

**Lost Games.**—When the bidder fails to make good, he is set back the amount of his bid and has to pay his opponents for any tricks they win that score. Suppose that after bidding 15 he makes clubs trumps for Whist and gets only two by cards, worth 10. He is set back the 15 that he bid, but his opponents do not score anything, because they did not make the odd trick. Had the bidder won only five tricks out of the 18, he would have been set back 15 just the same, but the other side would have scored 10 points for the two by cards they made.

In Grands there is a double penalty. Suppose the bid is 20 and the player says "grand." To cover his bid he must make three by cards, or 27. If his adversaries get the odd trick, they score 9 points for it and set the bidder back the 20 he bid and 9 for the trick he lost—29 altogether.

In Euchre, the bidder is always penalized what he might have made, which is supposed to be a march, worth 20. If he bids 10, and says "euchre" with clubs for trumps, he must win four tricks to make good. If he gets three only, he is set back the 10 he bid and the 20 he might have made—30 points.

If he bids 20, says it is "euchre" and does not play alone, he and his partner must make a march. If they fail, they go back the 20 bid and 20 they might have made—40 points. If the bidder goes alone after bidding 20 and fails to make all the tricks, he goes back 40 just the same.

When the bid is 25 and the game is Euchre, the bidder must play alone and must ask for his partner's best, discarding down to four cards before he looks at the card his partner passes to him. Either adversary can then ask for his partner's best. When the bid is a lone hand and fails, it loses 50, of which 25 is the bid and 25 is what he should have made.

# Russian Bank

(OR CRAPETTE)

This game, which is sometimes called Double Solitaire, has lately come into great favor as being probably the best game for two players ever invented.

**The Pack.**—Two full packs of 52 cards each, with backs of different colors.

**Number of Players.**—Two, either or both of whom may, by agreement with the adversary, have a consulting partner to give advice; but who takes no part in the actual play of the cards, and is not allowed to point out or call stops on the opponent.

**Ranks of the Cards.**—From the ace, deuce up to the king on the foundations. The suits have no rank.

**Cutting.**—One pack is spread face downward and each player draws a card. The lowest has the choice of packs and seats and makes the first plays on the tableau.

**Shuffling.**—The winning cut having made his choice of packs, each shuffles and cuts the pack to be used by his adversary. The packs are then exchanged.

**Dealing.**—Each player deals from the top of his own pack, 12 cards, one at a time, face down, in a pile to his right. These are his "stock." He then deals 4 cards face up, one at a time, to his right, in a line toward his opponent. The 8 cards form the tableau. Space must be left between the two lines of cards so dealt for 8 aces, which will form the 8 foundations as they come out. The remaining 36 cards are then placed face down in a pile on the player's left, and form his "Hand."

**The Play.**—The person who has the winning cut plays first, removing any aces which are face up, and placing them between the two lines of cards that form the tableau. Any cards which can be built up in sequence and suit on those aces (ace, deuce, trey of spades, for instance) must be played into the foundations before making any other move, under penalty of having a "stop" called on the player. A card once placed on a foundation cannot again be moved under any circumstances. Any card touched, even if not moved, when another card should have been played on the foundations, is a stop, if called by the adversary.

There being no further possibility of building on the ace foundations, the player proceeds to make as many changes as he pleases in the tableau itself, by building upon any card in descending sequence, but alternating colors; such as a red 7 on a black 8; or a black jack on a red queen.

In making changes from one part of the tableau to another, only the top card of any pile may be moved at a time, so that if it were desirable to separate a 5 and 6, in order to build them on a 7 elsewhere, a space must be found for the five in order to free the 6.

The player is not obliged to make any changes in the tableau, but when he ceases to do so, or has none to make, he turns up the top card from his "stock" on his right. If this is playable on any foundation, it must be put there at once. Otherwise it may be played into a space, if one is vacant, or in descending sequence and alternate color with any card face up in the tableau. Should there be a space, and the player refuse to fill it from his stock, he must call a stop on himself, and direct his adversary to take up the play.

If there is no space, and he cannot play from his stock, he leaves the last card turned up on the top of his stock, and turns up the top card from his hand, the pile on his left. If this is playable, he may be able to make such changes as will enable him to use the top card of his stock, and resume turning up from that, as it is always most desirable to get rid of all the stock cards as soon as possible. In this way he may turn from hand and stock alternately, until he comes to a stop, and can make no further plays. The last card turned from his hand must be laid face up between his hand and his stock and forms the first card of his discard or trash pile. It then becomes the turn of his adversary to play, and he proceeds to make whatever changes he pleases, turning up the top cards from his stock as long as he can play them, and then from his hand, when he can no longer play from his stock. The last card turned, which will always be from his hand, starts his trash pile.

Once the trash pile is started, there must be two cards face up in addition to the eight in the tableau and any in the foundations; one on the trash pile itself and one on the opponent's stock pile. The player has the privilege of playing on either or both these cards in either ascending or descending sequence but in the same suit. Suppose the spade 8 is on the opponent's trash pile, the spade 7 or 9 may be played on it, and the 6 or 8 on the 7 again, or the 8 or 10 on the 9. The player is not allowed to play on his own stock or discard in this manner; only on his adversary's, but cards from any part of the tableau, or from his hand or stock, may be so played.

In his plays in the tableau, he may use his opponent's trash or stock cards that are face up; but neither player is allowed to fill a space with any card that is face up on a trash pile, and cards that fit on any of the foundations must be played there before another card is touched.

When the player's stock is exhausted he turns from his hand alone. As soon as his hand is exhausted, if it is his turn to play, he turns all his discard pile face downward and it then becomes his hand, to be turned up one card at a time as before, forming a new trash pile.

**Penalties and Stops.**—There is no penalty for making a false move, such as playing a red 7 on a red 8, or a 7 on a 9, but the mistake must be corrected by the adversary, and the card taken back.

If there is anywhere a card face up that can be played on the foundations, and the person whose turn it is to play touches any

other card before playing that card on the foundation, his opponent may call a stop, and take up the play himself. If the card has been turned from the hand or stock, it must be returned to its position when the stop is called. Toward the middle of the game, with 14 or more cards in sight, it requires a sharp eye to prevent overlooking stops.

**Game.**—The player who first gets rid of all his cards, by placing them on the tableau, the foundations, or his opponent's stock or trash piles, wins the game, for which he gets 30 points. In addition to this he gets 2 points for each card remaining in his opponent's stock, if any, and 1 for each card remaining in his opponent's hand or trash pile.

#### SINGLE PACK RUSSIAN BANK.

Only one pack is used and the dealer gives 26 cards to each player, 2 the first time, then 3 at a time. Each picks up the cards face down, and the non-dealer lays out the top four, face up, in a row. If he can make any builds, he does so at once, filling the spaces until he has to stop. The dealer then lays out four, and makes any changes in the eight piles until he has to stop.

All changes are made by building in both sequence and suit, and the sequences may be started either way, according to the player's choice, but once started they must be kept going that way. Suppose the first four cards are H 7, C 6, D 8, H 8. The player may put the H 7 on the 8, or the 8 on the 7. He then fills the space with a card from his hand. If that makes no change, say S 10, the dealer lays out, let us say, the H 9, C 5, C 7, D K. He puts the H 9 on the 8, the club 6 on the 7 and the 5 on that, and fills the three spaces from his hand.

Suppose he turns up the C 4, D 7 and H J. He builds and still has two spaces, turning H K and S 6. His four spaces being now filled, and no further play, the non-dealer turns a card. If this cannot be played, he puts it face up on his trash pile. As long as he can play he turns up. As soon as all the cards are in the trash pile, it is turned face down and run through again. The winner is the one that first gets rid of all his cards, the loser paying for each he has left in hand or trash pile.

As the cards are built in suit as well as in sequence, the player is allowed to move an entire pile to another pile provided it continues the sequence, so as to get a space. For example: One pile shows the 5, 6, 7 of hearts, with the 5 on the top. Another pile contains the 9, 10, J of hearts, with the 9 on the top. If the player draws the 8, he can put it on the 9 and lift the 5, 6, 7 making one pile from the 5 to the J, and giving him a space.

There being a space, he can now reverse the sequence if he wishes to do so, starting with the 5, which will now be the bottom card, and bringing the J to the top. This may be desirable if the K of hearts is in another pile, and he hopes to draw the Q; or if he knows the Q is in his discard or trash pile, which he will presently have to turn over and play through again. Any

sequence may be reversed in this manner if there is a space in which to do it. Reversing may also shut off an opponent's cards. If a card is drawn that will fit at the bottom of a sequence, such as drawing the 9 of spades when the 6, 7, 8 are on the table, with the 6 on the top, the 9 cannot be played unless there is a space. If there is a space, the 9 can be slipped under the 8, as that is the same thing as putting the 9 in the space and shifting the 6, 7, 8 to it.

Cards turned up may be placed on the opponent's trash pile if they fit in sequence and suit, but cards cannot be taken from the foundations for this purpose.

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## Norwegian Whist

**The Pack.**—Full pack of 52 cards.

**Number of Players.**—Four (two against two as partners). In cutting, the two lower pair against the two higher and the lowest of the four deals the first hand. In cutting, ace is low.

**Rank of Cards.**—In play, the ace is high and the other cards rank from the K, Q, J, etc., down to the deuce.

**Shuffling.**—Any player may shuffle the cards, the dealer last. In cutting to the dealer, at least four cards must be left in each packet.

**Dealing.**—Deal thirteen cards to each player, one at a time, in rotation to the left. The deal passes to the left. No trump is turned, as every hand is a no-trumper.

**Misdealing.**—A misdeal does not lose the deal, but the cards must be dealt again by the same dealer. It is a misdeal if any card is exposed during the deal or if any player has an incorrect number of cards.

**Objects of the Game.**—To win or to lose tricks, according to the declaration. In Grands, the play is to win tricks; in Nulos to lose them.

**Bidding.**—The eldest hand has the first bid. He can declare to play Grand or Nullo, or he can pass. If he passes, the next player to his left has a chance to name the game. If all pass without bidding, the hand is played as a Nullo.

**The Play.**—If the game is declared to be a Grand, the player to the RIGHT of the bidder leads any card he pleases. If the game is a Nullo, the player to the LEFT of the bidder leads. If no bid is made, the player to the left of the dealer leads for the first trick for a Nullo.

**The Game.**—The game is usually 50 points, each trick being worth 4. In some localities the tricks are worth only 2 in Nulos, but 4 in Grands. No matter what the values may be, they are so proportioned to the game that it takes thirteen tricks, or a grand slam, at Grand to win the game in one hand.

The first six tricks do not count for either side, but all over the book won by the bidder count for him in Grands and against him in Nullos. If he bids a Grand and fails to get seven tricks, each trick over the book taken by his opponents counts double for them. In Nullos they remain at the same value either way.

If a player revokes, he gives three tricks to the other side in Grands, or takes three from them in Nullos. If a player leads out of the wrong hand, the player on the right of the one whose turn it is to lead, if that leader be the partner of the one in error, can call a suit. If it is not the lead of either adversary, a lead can be called when next either of them gets the lead. If a player corrects a revoke before the trick is turned and quitted, he may be called on to play his highest or lowest of the suit led, and the card he takes back is exposed and liable to call. If a player bids out of turn, he forfeits 20 points and loses his bid on that deal.

#### RED DOG OR HIGH-CARD POOL.

**The Pack.**—52 cards, ranking from the A, K down to the 2.

**Players.**—Any number from 3 to 8. Positions at the table may be cut for. The lowest takes his seat and the first deal; the next lowest to his left, and so on.

**The Pool.**—Before the deal, each player contributes one counter to the pool. If any player wins the entire pool, all contribute equally again to form a fresh pool, one counter each.

**Dealing.**—Any player may shuffle, the dealer last. Player on the right cuts, leaving at least 5 cards in each packet. Cards are dealt from left to right, one at a time, until each player has 5. The remainder of the pack is left on the table, face down, for the stock.

**The Play.**—Player on dealer's left has the first say. After examining his cards he can pass, paying one counter forfeit to the pool and abandoning his hand; or he can bet any amount not exceeding the number of chips then in the pool, that he holds a card of the same suit as the one then on the top of the stock, and of higher rank. As soon as he puts up his bet the dealer turns up the top card of the stock.

Suppose it is the spade 8. If the bettor can show a higher spade he wins as many chips from the pool as he bet. If he fails, his bet goes into the pool. He shows only one card. The card turned up from the stock goes into the deadwood, with the bettor's hand, and the next player to the left has a chance to bet or pass. It is obvious that two high cards in two different suits are required to make a safe bet. Four aces would be a certainty.

When all have bet or passed, including the dealer, all the cards are gathered up and the deal passes to the left. Any chips remaining in the pool are added to by the usual contribution from each player of one counter for the new deal.

## Stung

**The Pack.**—Full pack of 52 cards—Ace (low) to king (high).

**Number of Players.**—Any number from two to eight may play.

**Cutting.**—Pack is spread and one card drawn by each player, low dealing. Ace is lowest card.

**Shuffling.**—Any player may shuffle, the dealer last. Player to dealer's right cuts the pack, leaving at least five cards in each packet.

**Dealing.**—Cards are dealt to the left, one at a time until the pack is exhausted. On the last round, if cards do not divide evenly, remaining cards are faced in the center of the table. Cards dealt cannot be sorted or examined by players and are laid in packets, face down, in front of the players. Deal passes to the left.

**Objects of the Game.**—To get rid of all cards in the hand before the other players have done so, in the following manner:

By building up on aces with cards of the same suit in sequence.

By building down on other cards with cards of opposite color in sequence.

By playing from pack upon exposed cards of other players.

By giving cards to other players who make misplays during the course of the game.

**The Play.**—Player to dealer's left turns top card from his pack. This card is placed in the center of the table. Next player to the left turns one card and places it in the center of the table. Play continues to the left until four cards have been placed in the center of the table. (If cards do not deal evenly and part of the pack is placed in center of table, cards are added in the above manner to make four.)

After first row is laid out players continue in the same manner. Aces are placed in another row as soon as exposed. If a card turned is in sequence to an ace or any card which has been played on the ace, in ascending sequence, it must be played on this sequence. If it is in descending sequence and of opposite color to any card exposed in the first row of "starters," it must be played in this row. If the card cannot be played, it is placed face up on the table to form part of another packet, which is kept face up. Player continues to turn cards until he exposes, a card which will not apply to any combination on the table. When original packet has been transferred to exposed packet, exposed packet is turned face down and is used as before.

After the first player has turned cards he will have one card exposed, as will all other players, after the first round. When cards are thus exposed, a player turning a card which will play

to form either an ascending or descending sequence of different color with any exposed card, he must play on the exposed packet, provided the card will not play in the center of the table. Card is played on the first exposed packet to the left if more than one play is possible.

Play continues in this manner until one player disposes of all of his cards and those given him by other players. He then drops out and others play until but one player has cards remaining in his hand, who loses the game. If desired, first player disposing of all of his cards may be declared winner.

As the addition of cards to the "starters" will naturally permit top card of one row to be placed on bottom card of another row, the different rows must be combined when possible. Cards in this row will also, during the game, play in ascending sequence with the aces, and must be so moved when possible. Therefore, in addition to disposing of cards from his own hand in the manner described above, player must make all possible plays from the board.

Plays must be made in the following order: (1) From the lower rows to the ace sequences. (2) From one lower row to another lower row. (3) From one lower row into a space to permit a card being placed in the ace sequence. (4) From the top of player's exposed packet onto ace sequence. (5) From top of exposed pack to space if space exists. (6) From top of exposed pack to descending sequence. (7) From top of exposed pack to exposed pack of some other player, under above conditions. If top card of exposed pack will not play in any manner, then another card is turned. This card is played as would be the exposed card. When card from packet is played, card beneath it must be played if possible before another card is turned.

When a player makes a misplay, by failing to make a possible play, by exposing card when top card of exposed packet could be played, by examining cards in unexposed packet, by exposing card out of turn or by failing in any way to play the game correctly, player discovering such misplays calls out "Stung." Each player then gives player making misplay one card from top of exposed packet or from top of original packet, if no cards are exposed, player making misplay being stung beginning with player to his left. Cards thus given him are placed face up on his exposed packet in the order that they come. If such player has played cards in error, card misplaced must be taken back, play passing to the left.

# Solitaire

## Napoleon at St. Helena

("Big Forty" or "Forty Thieves.")

Shuffle two entire packs of cards together and deal off on to the table, face up, four rows of ten cards, each from left to right—forty cards in all—called the *tableau*.

The object is to release the cards from the tableau and *talon* (see below), according to the following rules, so that they can build up in eight suits, beginning with ace, then deuce, etc., up to king.

In building, only the top card of the talon or a bottom card in the tableau can be used; the rule regarding the tableau being that no card can be used that has another card lying beneath it. Thus, at the beginning of the play, the cards in the bottom row of the tableau only are available, but as soon as one has been used the card which lies just above it can be used.

To play: If there are any aces in the bottom row of the tableau, release them, and lay them in a row beneath the tableau, the aces forming the *foundations* for building.

Then examine the tableau and endeavor to release cards so as to build up on the *foundations* (following suit, or to build down in sequence within the tableau itself, following suit). Thus, if you have a king of hearts near the top of the tableau, and a queen of hearts which is available for use (no cards beneath it), the queen may be played on the king, and so on, playing available cards in descending sequence on to any card in the tableau. This should be done as long as such a play can be made, as it releases other cards desired for use. It is called *marriage*, and should be proceeded with with caution, as a sequence formed in a lower row may block a desired card above it, which might soon have been released.

As fast as aces are released place them in the foundation row.

In plays in the tableau, create, if possible, a vacancy (in a straight line) in the top row. This space will be of great advantage in releasing other cards in the tableau or talon. Vacancies in the top row may be filled with any available card, either from the tableau or talon. The player will use his judgment about filling the vacancies as created, or wait for a more opportune time.

When all the available cards are played, deal out the remainder of the pack one card at a time, playing all suitable ones in descending sequence on the tableau.

*The cards that cannot be played, either on the foundations or tableau, are laid aside, one on top of the other, face up, forming the TALON.*

If the foundations cannot all be completed in the ascending sequence to the king suit, thus consuming all the cards in the

tableau and talon in one deal of the cards, the game is lost. There is no redeal.

#### TWENTY-FOUR CARD TABLEAU.

This game is played according to the rules governing the preceding game (Napoleon), with the following exceptions:

Deal from left to right in forming the tableau, four rows of six cards each. The foundations can be built upon only in suits ascending in sequence to the king. The tableau can be built upon only in descending sequence in alternate colors. The player is entitled to redeal the talon.

#### TWENTY-EIGHT CARD TABLEAU.

This game is played under the same rules as Napoleon, except in the following points:

Deal from left to right, four rows of seven cards each. The foundations must be built upon in ascending sequence, in alternate colors, regardless of suit. Available cards in the tableau must be built upon in descending sequence, in alternate colors, regardless of suit.

#### THIRTY-TWO CARD TABLEAU.

Deal from left to right, four rows of eight cards each, to form the tableau. Any aces or suitable cards for the foundations may be played direct on the foundations, while dealing the cards to form the tableau. Build up on the foundations in ascending sequence, in suits only. Build down on the available cards in the tableau, in descending sequence, in alternate colors. Deal once only. In all other respects the rules for Napoleon will apply.

#### THIRTY-SIX CARD TABLEAU.

Deal four rows, nine cards in each row. Build up on the foundation, in ascending sequence, in suits only. Build down on the available cards in the tableau, in descending sequence, in alternate colors. In all other respects the rules for Napoleon will apply.

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## Auld Lang Syne

Take four aces from a pack of cards and lay them out in a horizontal row (*foundations*). Then deal out the pack, one card at a time, into four piles, watching the cards closely and building on the foundations from any of the four piles whenever possible (it is not necessary to follow suit). No redeal is permitted.

A more difficult way is to leave the aces in the pack and place them in position as they come out in the deal.

Still another way is to follow suit in building. Two redeals are permitted when played this way.

## Good Measure

One Entire Pack of Cards.

Lay out two aces as the beginning of the foundations (the other two to be found and placed alongside as the deal progresses).

Deal out ten packets of five cards each, face down, but as each packet is completed turn the top card of each packet face up.

As the other two aces appear, use them in the foundations. Should a king appear, place just above the ten packets.

Play can now commence by building in suit and ascending sequence on the aces (foundations); or in descending sequence, without regard to suit on the ten packets. Also, follow the latter manner on the kings, as they are placed in position. The uppermost card only of each of the ten packets is available. Vacated places cannot again be occupied.

A more difficult way is to make the play on the kings, a black on a red, and *vice versa*.

## The Rainbow

One Entire Pack of Cards.

Shuffle cards thoroughly.

Deal thirteen cards into a packet, face up. To the right of this packet lay four single cards, face up; use the first of these four cards to form the nucleus of the foundations, place it just above its present position, and fill the space vacated by using the uppermost card from the thirteen packet.

The nucleus of the foundations now being known, the three other suits of the same size are to be placed at its right, as they come out in dealing. These foundations must be built up in suit and ascending sequence. The play then continues by a descending sequence on the four cards to the right of the thirteen packet, putting a red on a black, and *vice versa*, using, whenever possible, the top card from the thirteen packet; this card must always be used for filling vacant places.

Hold balance of pack, face down, and deal off one card at a time. Cards not suitable can be placed to one side in a talon.

Two redeals of this talon are permissible.

Can be made easier by filling in spaces from talon when thirteen-packet space is vacant; later space can not again be occupied.

## Streets and Alleys

Shuffle a full pack of 52 cards, and then lay down a vertical row of four cards. To the right of these, lay down another row of four cards, both face up, but with a good space between the two rows. To the left of the first four lay four more, letting them overlap the first row a little. Do the same with the row to the right, putting the second row still further to the right. Continue this until you have laid out the whole pack, when you will find that you have four rows of cards, seven in each row, on your left, and four rows, six in each row, on your right, with an alley between.

Let us suppose this is the layout:

D9 C9 H6 HJ DA HK C3	H8 S7 CK C6 DK H2
H5 HA D3 CA S4 C7 H3	C5 S9 CQ H4 SQ D6
C4 D10 S6 C10 H7 C8 S5	D4 DJ D5 DQ C2 H10
S8 HQ S10 S3 D2 SA SK	CJ SJ H9 D8 S2 D7

The only cards that are in play are the eight that are on the extreme ends of the four rows. In the example these are the D 9, H 5, C 4, S 8, H 2, D 6, H 10, and D 7. Any of these eight may be used upon any other of the eight to build down in sequence, regardless of suit or color. As soon as a card is so used, it will expose the card next to it and bring it into play.

Assume that we play the H 5 on the D 6, we expose and bring into play the H A, and all aces must be immediately placed in the alley, between the two sets of cards, to be built upon, in sequence and suit, until the king is reached.

Having placed the H A in the alleys, you have uncovered the D 3. Put the H 2 on the H A, and you uncover the DK, and so on. As soon as any row of cards on either side of the alley is cleared up by this shifting and covering, any of the end cards on any row may be taken and placed in the space. But for this provision it would be impossible to get rid of a blocking card like the DK, for instance.

Although the player is obliged to place the aces in the alley as soon as they are free, he is not obliged to build upon them unless he wishes to, and it will usually be found better not to be in too great a hurry about it.

A variation of this game is to place the aces in the alley as the cards are dealt, instead of leaving them to be uncovered by transfers, but this makes both rows contain only six cards and renders the solution somewhat easier.

## Multiple Solitaire

Although called solitaire, this is a game for four players, and the object is to see which of the four can get rid of the most cards, each having his own pack, but the ace foundations being common property.

Each player shuffles and cuts a pack of cards, which he passes to his right-hand neighbor, receiving a pack from the player on his left.

Thirteen cards are first dealt off the top of the pack, face down, and placed at the player's left for a boneyard. Then four cards are laid out in a row, face up, in front of the player. He then takes a peep at the top and bottom cards of his own boneyard, so that he may know what he can get. If either of these cards is an ace, it must be laid on the table as a foundation. If the card is not an ace, the card he sees or the one exposed after taking off the ace, may be played at any time he gets a chance, whether it is on the top or the bottom of his boneyard, but spaces may be filled from the top only. Having used the top or bottom card, the player, of course, sees and may use the next one to it.

Any ace that shows at any time must be at once placed in the center of the table for any of the four persons to build on. These foundation aces are built on in sequence and suit only, and if two players can use the same ace, the first one to get to it has it, so that quickness is a great point.

The stock is held in the left hand, face down, and the cards are run off three at a time and turned face up, the card showing being available for building. If the top card of three can be used, the next one is available, but if not, the three are laid on the table, face up, and another three taken, and so on, three at a time, until the whole pack has been gone through. The stock is then lifted, without disturbing its order, turned face down and gone through again, three cards at a time.

The four cards laid out in a row may be built upon in descending sequence and alternate colors, a black six on a red seven, and so on. A player is not obliged to build upon the aces unless he wishes to do so, nor is he obliged to build on his own four cards if he prefers to pass a possible play.

As soon as a space is left in the four rows, the top card from the boneyard must be used to fill it. After the boneyard is exhausted, kings must be used to fill the vacant spaces.

When no further play is possible, the cards left in the boneyard, on the table, and in the hand are counted, and the player having the smallest number wins from each of the others the difference. The secret of success in this game is quickness of perception, because the faster player will run through his cards and get on the foundation aces ahead of the others. An expert will go through his stock three times to an ordinary player's twice.

## The Idiot's Delight

This is considered the most interesting and difficult of all solitaires. The person who can get it out more than once in four attempts, on the average, is unusually fortunate or skillful.

The full pack of 52 cards is used, well shuffled, and cut. Nine cards are laid out in a row from left to right, all face up. Upon these a row of eight cards, also face up. Then rows of seven, six, five, four, three, two and one. This leaves seven cards, which are spread on the table face up, separate from the tableau. Now there will be nine rows of cards from left to right, and nine piles up and down, the card at the bottom of a pile being the only one that can be moved.

Aces are taken out when they are at the bottom of any pile, and are foundations, for building up to kings in sequence and suit. Only one card may be moved at a time from one pile to another, and all cards moved must be placed on another card of a different color, red on black, or black on red, and in descending sequence, as the H 5 on the S 6. Spaces may be filled by anything. The player is not obliged to play on the foundations unless he wishes to, but cards once placed there cannot be taken back. Any of the seven cards that lie free can be used at any time to continue a build or to go on the foundation, but once used they cannot be put back.

The object is to get the entire 52 cards built onto the four ace foundations.

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## Whitehead

This is a variation of 7-card Klondike, played with 52 cards. Instead of dealing one card face up and then six more to the right of this, face down, all are dealt face up. Then a row of six, under the first, also all face up, and so on until 28 cards are laid out. The 29th is turned up for the starter, and placed above the layout.

All cards moved in the layout from one column to another must be built in descending sequence (from the 8 to the 7), and must be of the same color, but not necessarily of the same suit. Any number of cards in sequence may be moved from one pile to another if they are all in the same suit, as well as sequence. For example, if a pile reads, 7, 8, 9, 10 of hearts, J of diamonds Q of hearts. The four hearts could be moved into a space, or onto the J of hearts in another pile, but to release the Q of hearts, the J of diamonds would have to be played on the Q of diamonds or a space. When there is no play in the layout, the top card of the stock is turned up, and the top of the passed stock is always available. Starters are placed above the layout as fast as they appear, and are built up, 7 to 8, etc.

## Klondike

**The Pack.**—52 cards, which have no rank except that they are in sequence from the A, 2, 3 up to the J, Q, K.

**The Layout.**—The player pays 52 counters for the pack and he is paid five counters for every card he gets down in the top foundations. The cards being shuffled and cut, the first is turned face up, and laid on the table. To the right of this card, but still face down, are placed six more cards in a row. Immediately below the left-hand card of this row that is face down, another card is placed face up, and five to the right of it face down. Another card face up below and four to the right face down, and so on until there are seven cards face up and twenty-eight in the layout.

Any aces showing are picked out and placed by themselves above the layout for foundations. These aces are built on in sequence and suit up to kings. The moment any card in the layout is uncovered by playing away the bottom of the row, the next card in that vertical row is turned face up. Cards in the layout are built upon in descending sequence, K, Q, J, down to 4, 3, 2, and must alternate in color; red on black, black on red. If there be more than one card at the bottom of a row, all must be moved together or not at all. Spaces are filled with kings only.

The stock is run through one card at a time and any card showing can be used, either on the layout or foundations. When the pack has been run through once that ends it.

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## Canfield

This differs from Klondike in the layout and in the play, although the two games are often thought to be the same under different names.

In Canfield, after shuffling and cutting, thirteen cards are counted off, face down, and laid to the left, face up. The next card turned up is the one to build on. Suppose it is a jack. Place it above as a foundation and then lay out four cards face up, in a line with the thirteen pile, which is your stock.

Holding the remainder of the pack, face down, in your left hand, take three at a time from the top and turn them up. If you can use the card that shows, do so by building up in sequence and suit on the jacks in the foundations, or building down in sequence, red on black and black on red, on the four line. Use the top of your stock if you can.

If you can clear off one of your four line, fill up the fourth place with the top card from your stock. The stock must never be built on.

After running off the pack in threes, it may be taken up again and without any shuffling run off in threes again. If there are only two cards in one of your four rows at any time, and the top card can be used on another pile, it may be taken for that purpose.

## Solo or Slough

**The Pack.**—36 cards, Ace high, Six low.

**Number of Players.**—Three or four, the dealer sitting out when four play. Note: Five, six or seven also may play this game in this manner, i. e., all but the three actual players sit out in their respective turns.

**Rank of Cards.**—Ace, ten, king, queen, jack, nine, eight, seven, six.

**Counting Value of Cards for Results.**—Ace, 11 points; ten, 10 points; king, 4 points; queen, 3 points; jack, 2 points; the remainder of the cards have no counting value.

**Cutting for Deal.**—Spread the pack face down, each player drawing one card, the lowest card gives preference either to deal or to receive the eldest hand.

**Shuffling.**—Any player may shuffle, dealer last. Player to dealer's right cuts the cards leaving at least five cards in each packet.

**Dealing.**—Deal all cards to the left one at a time. The first, fourth and eighth card in a separate place, these three cards constitute the widow and are known as the "Slough" cards.

**Misdealing.**—It is a misdeal and the same dealer must deal again,

If he fails to offer the pack to be cut.

If any card is exposed during the deal.

If the pack is imperfect.

If a card is found faced in the pack.

If too many or too few cards are dealt to the players or the widow.

If the widow is not dealt at the proper time.

**Chips for Counting Purposes.**—Each player is provided with 11 chips of one color of a value of 10 points each and 10 chips of a different color of a value of 1 point each, the total value of each player's chips being 120 points.

**A Frog.**—In a Frog hearts are trumps, other suits being non-trump. The player making a Frog adds the widow to his hand and discards an equal number of cards, which form a part of his count for points after the hand is played; these discards are not exposed and the widow is not exposed when given to the player making the Frog. **A Variation:**—In a great many localities what is known as "Straight Solo" is played, there being no Frogs played at all, the Simple Solo and Heart Solo points having a value of one to two respectively.

**A Simple Solo.**—When a player wishes to Solo (meaning "Simple Solo") he merely says "I offer to Solo," it not being necessary for him to tell the suit he intends to name as trump until the others to his left have passed, or, in the event that there has

been from a player to his right an offer to "Frog" and this offer to "Frog" has not been raised to a "Heart Solo" offer over his "Simple Solo" offer; then as a bid of a "Simple Solo" has been granted him he must name the trump he intends soloing in before the eldest hand leads. The one soloing is given credit for the count value of cards that are in the widow, which widow is not exposed until after the hands are played; the widow being left face down on the table in a separate place until this time. In a "Simple Solo" either spades, clubs or diamonds may be named as trump.

**A Heart Solo.**—A "Heart Solo," which is the highest bid, is the same as the Simple Solo with the exception that hearts are trump.

**Object of the Game.**—To take in on tricks the cards of point counting value, to the collective value of 60 or more points; values of the counting cards are given under heading Counting Value of Cards.

**Bidding.**—After the cards are dealt, the age may either pass or state that he will play a Frog, a Solo, or a Heart Solo, terms of which are previously explained. When a player passes, the bid goes to the left. When the bid arrives to the dealer and all have passed and the dealer also passes, there is a new deal, the deal changing to the left as if the hand had been played. A player who bids a "Frog" may raise his bid to a "Heart Solo" over an adversary's bid of a "Simple Solo."

**Paying Losses.**—The first player unable to pay his losses from his allotment of chips (as noted above) loses the game, but a player who can exactly pay his losses may continue playing until unable to do so. **A Variation:**—The Couer d'Alene game is a variation wherein each hand constitutes a game complete, 61 points is necessary to win, excess points are not considered (bidder making 60 points ties game and deal passes to left.) In Couer d'Alene the settlements for winnings and losses are computed as follows: 1 chip for a Frog; 2 chips for a Simple Solo; 3 chips for a Heart Solo.

**The Play.**—When a "Frog," "Simple Solo" or "Heart Solo" is played, the bidder collects from the remaining two hands, but not from the dealer, for each point in excess of 60, if he fails to make the 60 points, he pays all of the other players including the dealer for each point below 60, to the following ratio:

In a Frog,	1 chip for each point below or above 60
In a Simple Solo,	2 chips " " " " " " 60
In a Heart Solo,	3 chips " " " " " " 60

The dealer receives but does not pay. **A Variation:**—In some localities the dealer both receives and pays or varies this by receiving only on Frogs, and both receiving and paying on Solos (Simple and Heart).

After the trump is named the player to the left of dealer leads any card, each player to the left, including the bidder, must

follow suit if possible; if unable to follow suit led, a player must trump if he has a trump. The highest card of suit led wins trick, unless trump is played, in which case highest trump played wins the trick. The bidder plays against the two remaining hands his object being to take in on tricks cards of collective point value of 60 or more against their combined efforts.

**The Revoke.**—When a bidder revokes by failing to follow suit or trump when holding trumps and having none of suit led, the hand is played out, but the bidder cannot collect if he makes more than 60, but must pay if he makes less than 60. Should one not the bidder revoke in this manner, the same rule applies.

After a hand is played out the point value of the counting cards taken in by the bidder (including the widow) is counted, he pays the remaining players or is paid by them according to the collective value of his cards and according to what he has played—A Frog, Simple Solo or Heart Solo.

**A Variation—The Penalty Frog.**—This pays the bidder if made the same as the regular Frog, but if the bidder does not make the necessary 60 points he pays the other players at the rate of a Heart Solo.

### TO PLAY SOLO

The preferential Lead or Echo Play is the system by which to show your partner by your lead the strength of your hand in its separate suits and trumps. To play a good game it is absolutely essential to understand these leads.

It would be well to commit to memory the following:

“Through from nothing—Up to from something—hearts, diamonds, clubs, spades—second high in leading through maker of trump” explained as follows, i. e., lead through party playing hand from nothing (meaning you have the lead, player to your left is maker of the trump and the player to his left is your partner, you lead a weak suit, the maker either follows suit or trumps and by leading this weak suit your partner who has the last play may take the trick or let it go, being regulated by the character of his hand, and remembers your weak suit for later reference). “Up to party playing hand from something.” This means you have the lead, your partner is at your left and the maker of the trump at his left. You lead from one of your stronger suits, which of course is likely to be a weak suit of your partner, and from the size of the card you lead your partner can tell whether or not you will take the trick and make his play accordingly, and also play accordingly on the next trick. “Hearts, diamonds, clubs, spades, second high in leading through maker of the trump.” This last quotation gives note of the preferential lead and is described as follows: The cards rank as follows: hearts, diamonds, clubs, spades, for instance; A, B, C and D are playing, A deals, B passes, C offers to Simple Solo, D passes, B being the age has the first lead, Clubs are trump, B holds the ace or ten in both hearts and diamonds, and neither an ace or ten in spades, by B’s lead of a spade his partner D knows that B has either an ace or ten in

both hearts and diamonds. Should B have an ace or ten in hearts, diamonds and spades B's lead of a club (trump) would show this to his partner D. To further illustrate, should you have the ace or ten of hearts your lead of a diamond would show this to your partner, should you have an ace or ten of hearts and diamonds (but not spades) your lead of a spade would show it, should you have the ace or ten in hearts, diamonds and spades your lead of a club (trump) would show it.

What constitutes a HAND:

A Simple Solo Hand: Three aces and a ten (the ten the same suit as one of the aces).

A Heart Solo Hand: Four aces and three hearts.

### PROGRESSIVE SOLO

#### A Popular Variation.

**The Bids.**—In this variation there are five standard bids, which outrank one another in order. These are: Frog, Spade Solo, Club Solo, Diamond Solo, Heart Solo. The player to the left of the dealer bids or passes, and each in turn to the left must overcall or pass. If a player's first bid is overcalled, he may bid again, if he can go higher. In the lowest bid, Frog, the three widow cards are not exposed and are taken into the hand of the bidder who then discards any three cards face down. The cards that bidder discards face down always count for him at the end of the hand.

**Payments.**—The bidder wins or loses according to the rank of his call, for every point over or under 60. For a Frog, 1 chip; for Spade Solo, 2 chips; for Club Solo, 3 chips; for Diamond Solo, 4 chips; and for Heart Solo, 5 chips. If both sides make 60, it is a tie.

**The Double.**—Any player in his turn may double a bid instead of passing or overcalling it. If the doubled bid stands the bidder is in a position to lose twice the usual amount to all of the remaining players, or to win twice the amount from the player making the double, and the usual amount from the other active player. If the bidder redoubles the above computation is figured at four times the usual amount. If the double or redouble is taken out with a higher bid, it is void.

**The Pots.**—It is usually agreed to make up two pots, each player contributing an agreed number of chips to the Frog pot, and twice as many to the Solo pot. These are kept separate. If the bidder succeeds, he takes the pot he plays for; but if he loses, he must double the number of chips in that pot. This is in addition to the usual payments for each point over or under 60, of course.

## Six Bid Solo

### A Salt Lake Variation.

This is a variety of Solo, eliminating the Frog bid.

**The Pack.**—36 cards, ranking from the A, 10, K, Q, down to the 6. In play, the aces are worth 11 points each, tens 10, kings 4, queens 3, jacks 2. This amounts to 120 for the pack.

**Number of Players.**—Three are active. If there are four at the table, the dealer takes no cards; but is paid if the bidder fails. If the bidder succeeds, the dealer (4th player) does not pay him.

**Counters.**—U. S. Poker Chips of different colors, representing different values, as agreed.

**The Deal.**—Anyone can deal the first hand, after which it passes in turn to the left. The pack being properly shuffled and cut, 4 cards are dealt to each of the three active players, then 3 to each and 3 for the widow, then 4 to each player. This gives 11 cards as the playing hand on which bids are made.

**Objects of the Game.**—Each player in turn, beginning to the left of the dealer, bids to secure the privilege of playing a certain game, which he considers best suited to his hand. There are six of these games, which outrank one another in the order following. No player can change his bid, except to make a higher call when he is overcalled by another player. To win his game, the bidder must take in at least 60 of the 120 points on the cards. The points in the widow count for him.

**The Games, or Bids.**—These are as follows:

1. **Solo.** If this is not overcalled, the player names spades, clubs, or diamonds, for the trump, and the player to the left of the dealer leads any card he pleases. The widow is not touched until the last trick is played. For every point the bidder takes in beyond 60, he receives 2 chips from each of the two active players. If he fails to reach 60, even with the aid of the points in the widow, he pays 2 chips to each, including the 4th player, if any.

2. **Heart Solo.** This overcalls Solo. Hearts must be trumps, and the bidder wins or loses 3 chips for each point above or below 60.

3. **Misere.** There are no trumps, and the bidder undertakes to avoid taking in a single counting card. The moment he takes a trick with a counting card in it, the hand is abandoned, and his game is lost. The cards in the widow are not counted. This bid wins or loses a flat rate of 30 chips to each of the other players, with the usual rule for the 4th player.

4. **Guarantee Solo.** If the player names hearts for trumps, he must make at least 74 points, in play and widow. If he names any other suit for the trump, he must make 80 points. This game wins or loses 40 chips flat to each player.

5. **Spread Misere.** There are no trumps, and the player to the left of the bidder leads, no matter who dealt. The other plays to the lead, and the bidder's cards are then laid on the table face up, but his opponents cannot dictate the order in which he shall play them. The widow is disregarded. If the player does not take in a single counting card he wins 60 chips. If he loses, he pays 60 to each.

6. **Call Solo.** The bidder asks for a named card. Any player holding that card must give it to the bidder, and take one in exchange. If the card asked for is in the widow, there is no exchange of cards. After the exchange, if any, the bidder names the trump, and undertakes to win the whole 120 points, counting those in the widow. The moment the opponents take in a counting card, the bidder's game is lost. If he has named hearts, he wins or loses a flat rate of 150 chips to each player; if he has named any other suit, 100 chips.

**Ties.**—In the first two bids, Solo and Heart Solo, if each side takes in 60 points, it is a tie, and the bidder neither wins nor loses.

**The Widow.**—After the hand is played out, the widow is turned face up, and any points in it are counted to the bidder, except in Misere, when the widow is not touched.

**The Play.**—Except in a spread misere, the player to the left of the dealer always leads for the first trick, any card he pleases. The next player must follow suit if he can and is obliged to trump if he cannot follow suit.

**Revokes.**—If the bidder revokes, he cannot win anything, even if he makes the number of points required by his bid, but he does not lose anything. If he fails to make the required number of points, he must pay. If one of his adversaries revokes, neither of them can win anything, but they must pay losses, if any. In a misere, a revoke loses the game at once.

# Vingt-et-un

(TWENTY AND ONE)

**The Pack.**—Full pack, 52 cards.

**Number of Players.**—Any number may play.

**Rank of Cards.**—Cards have no relative rank, but the counting value is as follows: K's, Q's and J's, 10 each; Aces, 11 or 1; others are counted at pip value, 9's 9; 8's, 8, etc.

**Stakes and Counters.**—Each player begins with an equal number of counters. A limit to the betting is decided upon before play.

**Cutting.**—Any player deals cards, one at a time, around to the left. Player first receiving an ace is dealer and banker for the first hand, after which the deal passes to the left; or he may be the banker until some other player turns up a natural, the banker having none to offset it.

There are various ways of changing the dealers, as, for instance, allowing dealer to deal a certain number of hands, or until he has won or lost a certain amount, or until pack is exhausted, or until some player holds a natural, and takes the bank. Usually, however, deal passes to the left, each player dealing one round, in turn.

**Betting Before the Deal.**—Before cards are dealt, each player, except the dealer, makes a bet, placing the counters or chips before him. This bet must not exceed the limit, and in some localities a fixed amount is set for this bet, such as one or two chips. (In one variation, player is allowed to look at the first card dealt him before staking. Another allows a player, when he gets a pair in the deal, to separate the two cards and place a stake upon each one.) Dealer makes no bet, but is the banker, who takes and plays all player's bets.

**Objects of the Game.**—To hold cards, the collective pip value of which most nearly approaches 21, without passing that number.

**Dealing.**—Dealer gives each player two cards, face down, one at a time, in rotation to the left. Deal passes to the left.

**Drawing and Settling of Bets.**—Each player examines cards dealt him. If dealer's cards consist of an ace and ten (or court card), it is called a "Natural," and each player (unless he also has a natural) loses twice the amount he has staked. Should a player have a natural and dealer none, dealer must pay player double. (In some localities, player holding a natural is allowed to take all stakes on table, but this custom is not general.)

If no player receives a natural (or after players (other than dealer) have been paid for naturals held), each player in turn may ask for a card so as to bring the pip value of his hand nearer to 21. Drawing begins with eldest hand, and he may draw one card at a time until he is satisfied, or until the pip value of his hand exceeds 21. In latter case he must abandon his hand and pay his stake to dealer. Next player to the left draws in same manner, and so on until each player is either satisfied or overdrawn. The dealer then turns his two cards face up, and draws. If dealer overdraws, he pays each player who has not overdrawn the amount of that player's stake. If dealer has 21 or less players having same amount are tied, and neither win or lose; those holding less lose their stake, while those holding more than dealer, but not more than 21, win the amount of their stakes.

Next deal is made with remainder of pack left over from previous deal. When entire pack is dealt out, all discards are gathered and shuffled, and deal continued.

### MACAO.

A variation of Vingt-et-un, only one card being dealt. Tens and court cards do not count; aces count one. Nine is number to be reached instead of 21. A player receiving nine in the first deal, is paid three times amount of his wager; an eight, twice the amount; or a seven, the amount he has staked. The dealer, if he receives a nine, eight or seven on the deal, is paid by each player three times, twice, or once the amount of such player's stake. Otherwise, the game is played on same principle as Vingt-et-un.

### FARMER.

Use full pack, with the four eights and the sixes of diamonds, clubs and spades discarded. Spot cards count at their pip values, court cards 10, and aces 1. Each player places one chip in center of table, forming the Farm (or pool). This is sold to highest bidder, who must deposit in the Farm as many chips as he bid. He then becomes dealer and banker. One card is dealt to each player, and each must draw one card, and may draw more, if desired, as in Vingt-et-un, the object being, however, to reach 16 points, instead of 21. If a player overdraws, he does not announce it until the hands are exposed. Any player having exactly 16, wins the Farm and all it contains. If two or more players have 16, the one holding the six of hearts wins; or, if no one has this card, the 16 made with fewest cards wins. If this is a tie, eldest hand wins. If no one has exactly 16, the Farmer still remains in possession of the Farm, and thus holds it, deal after deal, until some one wins it by holding exactly 16.

Whether Farm changes hands or not, after hands are exposed, all who have overdrawn pay dealer one chip for each pip they hold over 16. These chips are the Farmer's own property.

Those holding less than 16 pay nothing to dealer, but the one nearest to 16 receives one chip from each of the other players. Ties are decided by the possession of the six of hearts, fewest cards, or the eldest hand, as above. When the Farm is won, it is emptied by the winner, and a new pool is formed and sold as before.

### SEVEN AND ONE-HALF.

**The Pack.**—40 cards (the 8's, 9's and 10's of each suit being discarded.)

**Number of Players.**—Any number may play.

**Rank of Cards.**—Cards have no relative rank, but their counting value is as follows: K's, Q's and J's, one-half point each, spot cards counting their pip value, aces 1, deuces 2, etc.

**Cutting.**—Usually one player is selected to act as banker, and to receive the first deal. If desired, any player may deal the cards, one at a time to the left, the first player receiving an ace taking the deal.

**Object of the Game.**—To hold cards, the collective pip value of which most nearly approaches Seven and One-half, without passing that number.

**Dealing.**—Dealer gives each player one card, dealing to the left.

**Betting.**—After examining his card and before any further cards are served by the dealer, each player examines the card given him and bets any amount within the limit, fixed at the beginning of the game. As all bets are made after the player has seen his card, the dealer may, after examining his card, and before serving any of the players, require all players to double their bets. There is no redouble.

**Drawing.**—After all bets are made, the eldest hand may stand or draw cards, as he may elect. Cards may be drawn until he is satisfied, or the collective pip value of the hand exceed seven and one-half. A player who overdraws must announce the fact at once, abandon the hand and pay his stake to the dealer. All cards drawn are served face up. The remaining players are served in a similar manner. The dealer then turns his card face up and either draws or announces that he will stand. Should he elect to stand, he takes all bets from players having an *equal* or less number of points in their hands and pays to those having a greater amount. Should he overdraw or "break," he must pay all players who have not previously overdrawn.

Should any player draw exactly seven and one-half, he must announce the fact at once and expose his entire hand. Should the dealer not draw exactly seven and one-half, after serving the remaining players, he must pay to each player drawing seven and one-half, double the amount of their stake. Should the

dealer draw exactly seven and one-half, he collects double the stake of each player who has not previously overdrawn, regardless of whether or not other players may hold hands of similar value.

**Splits.**—Should the first card drawn by a player be of the same value as the original card served him and their combined pip value *not exceed* seven and one-half, he may “split” the pair, betting on the second card an amount equal to the original bet. Cards are served to either hand first, but one hand must break or be satisfied before cards are served to the second. The first card served to either card of the split pair is served *face down*. Should the first card served to either of the split pair be of the same value as the split, a third hand may be formed, etc.

**For Example:** The first card served a player is an ace. He bets two chips and asks for a card. This card proves to be an ace and he announces a split, betting two chips on the second ace. He then draws to the first hand again and receives a third ace. Another split is announced and two chips bet on the third hand. He then draws to each hand separately until satisfied or until he overdraws.

**Change of Deal.**—The first player to the dealer’s left to expose seven and one-half, when the dealer fails to draw a similar hand, takes the deal. If more than one seven and one-half is turned, each player holding such hand has the option of dealing, should those ahead of him decline the deal. Should all decline, the deal remains unchanged, but the dealer must pay double on these hands, even though he retains the deal. In some localities a player who does not desire to deal when he has the opportunity, may dispose of the deal to another player, or he may pool his chips with another player. In this case only one card is served to both players pooling their chips. When the deal is lost, the chips in the pool are equally divided.

**Misdeal.**—There is no misdeal, but a player is not compelled to accept a card exposed during the deal.

As Seven and One-half is a variation of Vingt-et-un, the rules of the latter game govern it in so far as they do not conflict.

### BACCARAT.

This is a variety of Vingt-et-un, one player being the banker, the others, from three to eleven, the punters. Three packs of cards are shuffled together and used as one. The court cards and tens count nothing; all pip cards, including the ace, reckon at their face value. The object is to secure cards whose total pip value most closely approaches eight or nine. An eight made with two cards is better than a nine made with three.

Players make their bets on the right or left of the table, any amounts they please, before the deal begins. The banker

lays the cards before him, face down, and slips off the top card, giving it to the player on his right, face down. Then he gives a card to the player on his left and then one to himself. This is repeated and then the three players examine their two cards.

If any of the three has eight or nine he shows it at once. If the banker has eight or nine and neither punter has as much, the banker wins everything on the table. If either player has more than the banker, he wins. If equal, it is a stand-off. All the bets made on the side of the table on which the player sits must be paid or lost according to the success or failure of the player holding cards who sits on that side.

If no one has eight or nine the banker must offer a card, face down, to the player on his right. If he refuses it, it is offered to the player on the left, and if he refuses it, the banker must take it. If the player on the right takes it, the one on the left may ask for one, but the banker is not obliged to take a card if his offer is accepted by either punter. Cards so drawn are at once turned face up. Only one draw is allowed and the cards are then turned face up. Ties are a stand-off, but the banker pays all bets on the side of a punter who has nearer nine than himself and wins all on the side that is not so near as himself, so that he may win from both or lose to both.

#### CHEMIN DE FER.

This is a variation of Baccarat, in which six packs of cards are used, all shuffled together. As soon as the first banker loses a coup, the player to his left takes the bank and the deal, and retains it until he loses. The banker in each deal gives cards only to the player on his right and to himself so that the banker must win or lose each time he deals.

The player to the right of the banker has a right to go banco which is a challenge to play for the entire capital in the bank at one coup. This takes precedence of all other bets made. If the player refuses, the one on his right again may go banco and so on in order.

## Faro and Stuss

**The Pack.**—52 cards, which have no rank, the denominations being all that count.

**Number of Players.**—Any number can play against the banker, who is usually selected by his offer to put up a certain amount to play for.

**Counters.**—All bets are made and paid in counters, the red being worth five whites, the blue five reds, and the yellow five blues. There is always a limit on the bets, which is doubled when only one card of the denomination bet on remains in the dealing box. This is called a Case card.

**The Layout.**—Upon the table is a complete suit of spades, usually enameled on cloth. The ace is nearer the banker on his left, and that row ends with the six. The seven turns the corner, and then the cards run up to the king, which is opposite the ace, a space being left between each card and its neighbor.

**The Deal.**—The cards are shuffled and placed in a dealing box, from which they can be withdrawn only one at a time. The top of this box is open and the face of the top card can be seen. This is called Soda. The dealer pulls out two cards, one **at** a time, the first card being laid aside, the one under it being placed close to the box, and the next one left showing. The card left in the box wins; the one beside the box loses. Players bet upon what the next card **of** any denomination will do, win or lose.

**The Bets.**—A bet placed flat upon a card says it will win when next it shows. A bet with a copper on it means that the card will lose. Bets may be placed in twenty-one different ways, between two cards, behind three, on the corners, and so forth, each taking in a different combination. If any card embraced in the combination shows, the bet is either won or lost. A player having two bets on different cards, one to win, the other to lose, and losing both bets on one turn, is whipsawed. Same cards on same turn is a split.

**Payments.**—The banker pays even money on all bets but the last turn. When only three cards remain, all different, they must come in one of six ways and the bank pays four for one if the player can call the turn. When there are two cards of the same denomination left in for the last turn, it is a cathop, and the bank pays two for one. Bank takes half on splits. In "Stuss" he takes all.

Stuss is a variation in which the cards are dealt from the hand, instead of using a box, and the dealer takes all bets on "splits;" two cards of the same denomination coming on the same turn.

## Rouge-Et-Noir

**The Pack.**—Six packs of 52 cards each are shuffled together and used as one, the dealer taking in hand a convenient number for each coup.

**Number of Players.**—Any number can play as punters against the bank or dealer. The punters make their bets on one or other of two large diamonds, one red and one black.

**The Deal.**—The banker deals first for black, turning up the top card and announcing its pip value. Court cards and tens are worth 10, aces and others their face value. The dealer continues to turn up cards, one by one, until he reaches or passes 31. The number never exceeds 40.

He then deals for red in the same way, and whichever comes nearer to 31 wins for that color.

If the same number is dealt for each, all bets are a stand-off. If exactly 31 is dealt for each, the bank takes half the money on the table.

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## Blind Hookey or Dutch Bank

**The Pack.**—52 or 64-card pack.

**The Players.**—Any number can play, but usually only four or five are active, the others making outside bets, as at Baccarat. One is selected as banker—usually the one that offers to put up the most money to be played for.

**Rank of the Cards.**—The cards rank from the A, K, Q, down to the deuce.

**Objects of the Game.**—The object is to win counters or cash by a judicious varying of the amounts bet on turning up a card higher than the one that shall be shown by the banker. The banker must accept all bets made within the limit, his percentage being to take ties.

**The Play.**—Any player can shuffle the cards, the banker last. They are then presented to the punters to be cut. Each punter in turn to the left of the banker has a right to do the cutting on each successive deal, the privilege of the cut passing to the left in rotation just as the deal usually does.

The pack is divided into as many packets as there are active players, including the banker. These packets all remain face down, and not less than four cards must be left in each. The player to the left of the one who cut then pushes any packet he pleases toward the banker, who must accept it. Bets are then made on the other packets, any punter betting on any packet he pleases. The bets made, all the packets are turned face up, and if the banker's top card is higher than any packet, he takes all the money bet on that packet. If it is lower he pays. He takes ties.

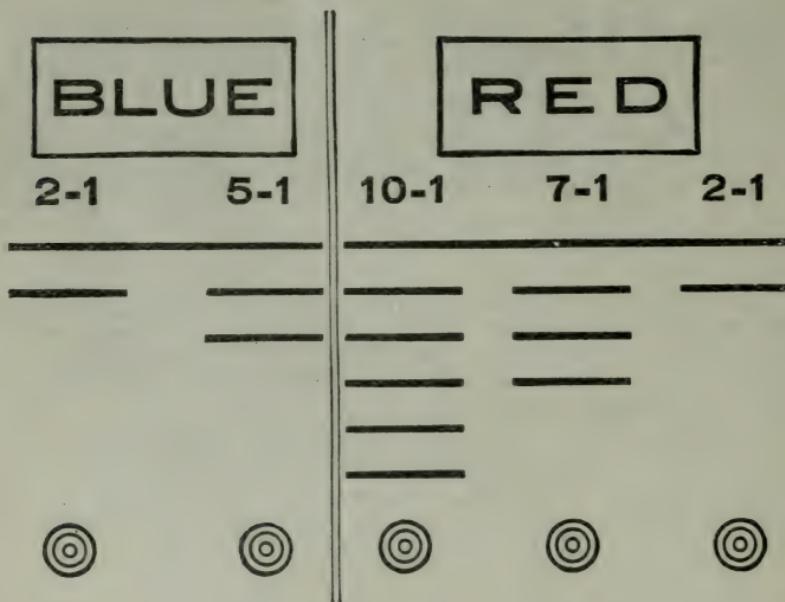
## Playing the Races

**The Pack.**—52 cards, which rank from the A, K, Q down to the deuce. In case of ties, the suits outrank one another in the order of hearts, which are the highest, then diamonds, clubs and spades.

**Number of Players.**—Any number can play against the banker, who is usually selected by his offer to put up a certain amount to play for.

**Counters.**—All bets are made and paid in counters, a red being worth five whites, a blue five reds, and a yellow five blues. There is usually a limit amount that a player can bet on any one horse.

**The Layout.**—A card is placed on the table, large enough to accommodate the bets, like this:



**The Bets.**—All bets placed in the squares marked "blue" or "red" pay even money, and are upon the color of the card that will bring in the winning horse; blue being for clubs and spades, red for hearts and diamonds. The figures at the head of each column show the odds that will be paid on that horse if he wins, these odds varying from 2 to 1 to 10 to 1. The five checkers at the bottom of the columns are the horses, ready to start.

**The Deal.**—The banker having offered the pack to the players to be shuffled and cut, takes it in his hand, face down, burns the bottom card by turning its face to the pack, and then lays off five cards, one at a time, from left to right, for the five horses, immediately under the five checkers.

Whichever is the highest of these five cards moves that horse up to the first line on the column above him; the others being left at the post. Ties are decided by the rank of the suits. Five more cards are dealt in the same way, and the highest moves that horse one step toward the wire. This is continued until one of the horses reaches the last line, which ends the race.

The horse that pays 10 for 1 would have to make six moves to reach the wire, while the horse that pays only 2 for 1 would get there in two moves. If the card that makes the last move is a heart or a diamond, the banker pays all bets on red and takes all on blue. If it is a club or a spade that brings the winner under the wire, he pays blue and takes all on the red. He also takes all bets at odds that have not backed the winning horse.

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## Monte Bank

**The Pack.**—40 cards, leaving out the 10's, 9's and 8's of each suit.

**Number of Players.**—Any number can play, one being selected as banker, who places upon the table the full amount that he purposed risking on the game.

**The Play.**—The banker takes the pack and shuffles it thoroughly, offering it to the players to cut. Holding the pack face down, he draws two cards from the bottom and places them face up on the table. This is known as the "bottom layout." He then takes two cards from the top of the pack, still holding it face down, for the "top layout."

The players bet on either layout any amount they please up to the limit of the bank. The remainder of the pack is then turned face up and the card that shows is known as the "gate." If it is the same suit as either of the cards in the top layout, the banker pays all bets on that layout. If there is a card of the same suit as the gate in the bottom layout the banker pays that also. The banker wins all bets on a layout which has no card of the same suit as the gate.

All bets settled, the two layouts are thrown aside, the pack is turned face down, the old gate discarded, and two fresh layouts are made and bet upon. A new gate is shown, and this process is continued until the pack is exhausted.

## Put and Take

A full pack of 52 cards, without Joker, is used. Any number of players, up to eight, can play. Deal one card to each player, low deals, ace is low. The dealer acts as banker for first game, when player to the left bets a certain amount of chips on either Red or Black. Then the dealer gives him five cards face up, if the hand contains three or more Red cards, Red wins; if not, Black wins. The same procedure continues until all the players have been served. Each player retains the five cards dealt him, neatly arranged in front of him, turned face up.

Then the second phase of the game: The dealer turns the next card face up and calls upon all the players holding one or more cards of the same denomination to place one chip in the pool for each card. Dealer then turns second card face up; each player placing two chips in the pool for each card until the tenth card, when each player puts ten chips in the pool for each card of the same denomination.

On the eleventh card the system is reversed, when the players take out of the pool one chip for each card of the same denomination. Twelfth card, two chips; thirteenth card, three chips and so on up until the Twentieth when each player takes out ten chips for each card of the same denomination. What is left in the pool goes to the dealer, if the pot is shy, the dealer pays from his stack. Deal passes to the left.

# Écarté

**The Pack.**—32 cards (7 spot) low.

Generally two packs are used to save time, pone shuffling one, while dealer deals the other.

**Number of Players.**—For two players. Pool Écarté, three players.

**Rank of Cards.**—K (high), Q, J, A, 10, 9, 8, 7 (low).

**Cutting.**—Cards rank as above—high deals.

**Shuffling.**—Either player may shuffle, dealer last, and dealer's opponent (pone) cuts, leaving at least five cards in each packet.

**Dealing.**—Deal five cards to each player, 3-2 or 2-3 at a time, alternately, beginning with pone. The eleventh card turned for trump. If this is a king, the dealer marks 1 point for it immediately. (See Scoring.)

**Misdealing.**—A misdeal loses deal. Any card (except eleventh) being faced in pack requires new deal.

Deal stands if dealer exposes any of his own cards. If he exposes any of adversary's, adversary may claim new deal, if he has not seen his other cards.

If pone receives too many cards, he may claim misdeal, or discard extra cards before looking at his hand. If too few, he may supply deficiency from top of pack without changing trump card, or may claim a misdeal.

If dealer receives too many cards, pone may claim misdeal, or draw superfluous cards from dealer's hand; if too few, pone may claim misdeal, or allow dealer to fill his hand from pack, without changing trump card.

If dealer turns more than one card for trump, and pone has not seen his hand, pone may claim new deal by same dealer, or say which exposed card shall be trump. If pone has seen his hand, he may claim misdeal or declare eleventh card to be trump.

A deal out of turn (or, two packs used, with wrong pack) may be stopped before trump is turned. If, trump turned, neither player has discarded, deal with single pack stands. Two packs used, deal with wrong pack is set aside and used in proper turn, or if players have discarded or played to a trick, deal stands good.

**Objects of the Game.**—To take tricks.

**The Play.**—**Proposing, Refusing and Discarding.**—After trump is turned, if pone wishes to play his original hand, he stands, saying, "I play." If he wishes to strengthen his hand by discarding and drawing, allowing dealer same privilege, he says, "I propose." Dealer may then "refuse," saying, "play," or may "accept," giving pone as many cards from pack as latter discards. Dealer may then discard and draw to fill his own hand. This may be repeated until one of the players elects to play. Neither player is limited as to number of cards he may

discard and replace, except that he cannot take more or fewer cards than he discards. Discards are made face down, and must not thereafter be examined. A player who thus examines discards may be called upon to play with his cards exposed, face up on the table, though they are not subject to call. Should a player ask for more cards than are left in the pack, he must take back enough from his last discard to fill his hand. If the dealer finds there are not enough cards left for himself after he has accepted a proposal, he has no remedy. If the pone proposes and dealer accepts, pone must discard at least one card. Dealer must tell how many cards he discarded, if requested. The trump card is laid to one side when hands are filled, and is never taken into the hand.

**Misdealing After Discarding.**—If dealer gives pone more or fewer cards than asked for, or himself more, he loses the point and cannot score king unless it was turned.

If pone draws more cards than he needs, dealer may say whether or not the hand shall be played. If played, dealer draws extra card or cards from pone's hand, and may look at them if pone has seen them. If dealer does not play, he scores 1 point, and pone loses right to score king even if he holds it.

If pone asks for fewer cards than he needs, he must play short-handed, and all tricks to which he cannot play go to adversary. He may count king if he holds it, however.

Player playing with more than five cards loses the point and right to score king.

Should dealer, in dealing for discards, turn a second card for trump, he cannot "refuse" if pone "propose," and such turned card must be placed among the discards.

In dealing for discards, should any of dealer's cards be found faced in pack, he must accept them; but if pone's, pone may accept or require fresh deal, by same dealer.

Before leading a card, pone must say, "I play."

If a player holding king wishes to score it, he must announce it before any card is led. Holder need not announce or score the king unless he wants to.

Pone leads any card he pleases for first trick, announcing its suit. Adversary must then follow suit if he can, and is compelled to take the trick, if possible, with a higher card or with a trump. If he can not follow suit or trump, he discards a card of another suit. Highest card played of suit led wins the trick unless trumps be played, when highest trump played wins.

Winner of first trick leads for second, etc., the suit of each lead being announced as played. Should this announcement be incorrect, adversary may demand that card be taken back and one of named suit led, or that original lead remain. If leader has no card of suit announced, adversary may name a suit for him to lead.

Should a player fail to follow suit or win a trick when possible, or should he trump when he could follow suit, it is a "renounce," and cards are taken up and the hand played over. Should

player thus renouncing take less than five tricks on the replay, he cannot score. If he takes five tricks he scores 1 point only.

A player leading out of turn may take back card unless adversary has played to it, in which case lead must stand.

Tricks must be turned down as soon as taken and not examined thereafter, under penalty of playing balance of hand exposed on table, though not liable to call.

If a player throws up his hand as not being worth a point, he cannot score, even though he would have won, had he played. If he throws it down claiming 1 or 2 points, he may score them, if his hand substantiates his claim. If he throws it down, granting adversary 1 point or more, there is no penalty unless adversary could have scored more, in which case adversary is entitled to score all his hand shows he could have made, had it been played out.

**Scoring.**—King of trumps, turned, counts 1 point for dealer; held in either hand, counts holder 1 point, if announced before a card is led. Pone who "stands," or dealer who "refuses," counts 1 point for taking three tricks, 2 points for five tricks, called "Vole." If player "stands" or "refuses," and fails to take three or more tricks, his adversary counts 2 points.

**Game.**—The player first making 5 points wins game.

### POOL ÉCARTÉ

Each player puts up a certain number of counters for pool. Players cut, and two players cutting highest play, exactly as in regular game. Loser of first game puts as many counters in pool as he put up originally, and drops out of next game in favor of odd player (called "Rentrant"). This continues until one player wins two successive games. Such player takes pool. New pool is then made up and played for as before.

Odd player must not advise either player on first hand of any pool. Thereafter he may, as he then has an interest in the result of the game.

**Jeux de Regle.**—There are certain hands, which every Écarté player is supposed to know, on which he should play without proposing. These are called "Jeux de Regle" and are as follows:

Any hand with three trumps in it.

Any hand of two trumps and three cards of one suit; or two cards of one suit as high as a queen, or two cards of one suit and king of another suit, or three cards of different suits, as good as king and jack.

One trump and three winning cards in another suit, or a four-card suit to a king, or three cards of one suit, with two kings in hand.

A hand without a trump should have four court cards, or as good as three queens.

With similar strength, the dealer should refuse if the elder hand proposes.

# Napoleon

**The Pack.**—Full pack, 52 cards.

**Number of Players.**—Two to six; best four-hand.

**Rank of Cards.**—Ace (high), K, Q, J, 10, 9, etc., to 2 (low).

**Cutting.**—Cut for deal—low deals, ace being lowest card.

**Shuffling.**—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—Deal five cards to each—three, then two, or two, then three, in rotation to the left, beginning with eldest hand. Deal passes to left. In five or six-hand, dealer takes no cards.

**Misdealing.**—Misdeal does not lose the deal. Deal out of turn stands good. Too many or too few cards dealt, cards faced in pack, or exposed by dealer, failure to have pack cut, or to deal same number of cards to each player on same round, require new deal by same dealer.

**Objects of the Game.**—To take tricks.

**Making the Trump.**—Each player in turn, beginning with eldest hand, may bid for trump, naming number of tricks he will take playing alone against all the others, but not naming suit on which he bids; or he may pass. Highest bidder names trump. One bid only is allowed each player. Bid of five (called "Nap") is ordinarily highest possible bid. Sometimes bid of three tricks, no trump (called "Misère") is used, and ranks between three and four tricks with trump. A bid once made must stand. If no one bids, dealer must bid at least one.

Higher bids than Nap are sometimes allowed. A bid of Wellington outranks Nap, and a bid of Blucher outranks Wellington. (See scoring.)

**The Play.**—Bidder leads, and must lead trump. Players must follow suit, if possible. Winner of first trick leads any suit for the second. A player who cannot follow suit may trump or "throw off" a card of another suit. All tricks taken in should be arranged face down, so they may be readily counted.

A trick once turned cannot thereafter be examined. Highest card of suit led, wins trick, unless trumps be played thereon, when highest trump played wins. When hands are played out and points scored, the cards are dealt again, and play proceeds as above.

**Irregularities in Hand and Play.**—If a player holds incorrect number of cards, he must claim a misdeal before he bids or passes; otherwise hands must be played as dealt. In this case, if bidder's hand is correct, and he fails to take number of tricks bid, he neither wins nor loses; but if successful, he must be paid. If bidder has more than correct number of cards, and takes number of tricks he bid, he scores nothing; if less than correct number, must pay or be paid as he wins or loses. He loses any tricks upon which he has no card to play.

Bidder leading out of turn must take back card led unless all have played to it, when lead must stand. Adversary leading out of turn must at once pay bidder three counters, and is not paid if bidder loses. Bidder suffers no penalty for leading out of turn.

Bidder revoking must pay each adversary amount of his bid, adversary revoking must pay amount bid to bidder for himself and each of the other adversaries. Hands are not played out after revoke is detected.

**Scoring.**—At beginning of game, each player is given an equal number of counters. If bidder takes number of tricks he bids, each adversary pays him a counter for each trick bid; if unsuccessful, bidder pays each adversary a counter for each trick bid. Misère bid is scored as bid of three tricks. Nap hand scores bidder ten counters from each player, if successful; if unsuccessful, he pays five to each.

Bidder of Wellington receives five counters; bidder of Blucher ten counters, from each other player if he wins all five tricks. If unsuccessful, bidder of Wellington pays each other player ten and bidder of Blucher pays each other player twenty counters.

**Game.**—The player who first loses all of his counters loses the game. Or, the player first winning a number of counters agreed on, wins the game.

**Variations.**—*Pools.*—Pools are sometimes made by each player putting up an equal number of counters; and each dealer in turn adding a certain number of counters. Pool may be further increased by player revoking being required to contribute five counters; and leads out of turn, three. The first player taking five tricks on a Nap bid, wins pool. Player bidding Nap and failing to take five tricks must double amount of pool.

*Widow.*—Five cards may be dealt, face down, on table as an extra hand 2-3 or 3-2 at a time, just before dealer helps himself. Player who takes widow must bid Nap and discard five cards, face down.

*Peep Nap.*—Variety of Pool Nap. One card only dealt to widow, usually on first round. By adding one counter to pool, any player may look at this card before bidding or passing, highest bidder taking the card without paying counter. He must discard one card to reduce hand to five.

*Sir Garnet*—This is a popular modern variety of Nap. An extra hand of five cards is dealt, the dealer giving the cards for it just before he deals to himself in each round.

Each player in turn to the left, instead of making the usual bid, can pick up the widow and place it with the five cards originally dealt to him. From these ten he picks out any five he likes, discarding the others without showing them. He is then obliged to play Nap, but if he fails he loses double as much as he would have lost without the widow.

The ordinary Nap declaration wins ten counters from each player if it succeeds, but pays only five to each if it fails. In Sir Garnet, the loser of a Nap that takes the widow loses ten to each adversary.

## Spoil Five or 45

**The Pack.**—Full pack, 52 cards.

**Number of Players.**—From two to ten, as individuals. Best five or six-hand.

**Rank of Cards.**—Ace of hearts is always third best trump. As trumps, the cards of the four suits rank as follows: Spades and Clubs, 5 (high), J, A hearts, A, K, Q, 2, 3, 4, 6, 7, 8, 9 to 10 (low). Diamonds, 5 (high), J, A hearts, A, K, Q, 10, 9, 8, 7, 6, 4, 3 to 2 (low). Hearts, 5 (high), J, A, K, Q, 10, 9, 8, 7, 6, 4, 3, 2 (low).

As lay (not trump) suits, the cards of the four suits rank as follows: Spades and Clubs, K (high), Q, J, A, 2, 3, 4, 5, 6, 7, 8, 9 to 10 (low). Diamonds, K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2 to A (low). Hearts, K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3 to 2 (low).

**Cutting.**—Instead of cutting, any player deals cards, one at a time, face up, around in rotation to the left, beginning with player next to him; first player receiving a jack deals.

**Shuffling.**—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—Deal five cards to each player—three, then two, or two, then three, in rotation to the left, beginning with eldest hand. After each, including dealer, has received five cards, next card is turned for trump.

**Misdealing.**—If pack is found to be imperfect, or any but the trump card found faced in pack, same dealer deals again. Too many or too few cards dealt; cards exposed by dealer; failure to have cards cut, or to deal same number of cards to each player on same round; dealer counting cards on the table, or in remainder of the pack, are misdeals, and next player on dealer's left deals.

**Object of the Game.**—To take tricks.

**Robbing the Trump.**—Player holding ace of suit turned for trump may exchange any card in his hand for card turned, if he wishes; if not, he must request dealer to turn down trump card, thus announcing that he holds ace, otherwise he loses right to exchange ace for trump card, and his ace becomes lowest trump, even if it be the ace of hearts. If ace is turned, dealer may discard at once and take ace into his hand after first trick. Eldest hand should ask dealer to do this before leading, but if dealer does not want ace, he may play with his original hand, announcing this intention.

**The Play.**—Eldest hand leads any card. Players in turn, if able to follow suit, must either do so, or trump. Should a player

hold no card of suit led, he may either throw off a card of another suit, or trump. Highest card played of suit led wins trick, unless trumped, when highest trump played wins.

**Reneging.**—Holding either five or jack of trumps or ace of hearts, with no smaller trumps, when a trump lower than the one held is *led*, player need not follow suit, even though a higher card than the one he holds falls on the lead.

**Irregularities in Hand and Play.**—A hand discovered in play to have too many or too few cards, must be discarded, face down, and its holder forfeit his interest in pool for that hand, the others playing without him. Player retains any tricks he takes previous to discovery that his hand is incorrect.

Player taking turned trump when he does not hold ace; exposing a card (except to lead or play to trick) after any player has taken two tricks; or throwing off when he should have followed suit, must discard his hand, face down, and forfeit his interest in that pool, on that and subsequent deals until pool is won. If not won on that hand, he must add to pool after each deal just as though he were eligible to win.

**Scoring.**—Each player begins with an equal number of counters. Each player puts an equal number of counters in pool, and, if pool is not won on first deal, each dealer in turn adds another counter. After pool is won, each player puts up equal number of counters for new pool.

Player who takes three tricks and immediately abandons remainder of his hand, wins pool. Should he continue to play, and take all five tricks, he wins pool, and in addition each player must give him one counter. Should he continue after taking three tricks, and fail to take all five, he loses pool. Pool then goes to next player winning three or five tricks.

**Game.**—First player losing all his counters loses game; or first player winning an agreed number of counters wins the game.

#### FORTY-FIVE.

Variation of Spoil Five, for two, four (two against two), or six (three against three) players. Game is scored by points, side taking three or four tricks score 5 points; five tricks, 10 points. Sometimes each trick counts 5 points, and score of side taking fewest tricks is deducted from that of side taking most tricks. Thus three tricks count 5; four tricks, 15; five tricks, 25 points. 45 points is game.

## Rams

**The Pack.**—32 cards (7 spots low).

**Rounce.**—(A variation) full pack, 52 cards.

**Bierspiel.**—(A variation) 32 cards (same as Rams).

**Number of Players.**—Three to six.

**Rank of Cards.**—Generally K (high), Q, J, A, 10, 9, 8 to 7 (low).

This sometimes gives place to A (high), K, Q, J, 10, 9, 8 to 7 (low).

**Rounce.**—A (high), K, Q, J, 10, etc., to 2 (low).

**Bierspiel.**—Same as Rams, except 7 of diamonds is always second best trump.

**Cutting.**—Instead of cutting, any player deals cards, one at a time, face up, around in rotation to the left, beginning with player next to him; first player receiving jack deals.

**Shuffling.**—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

**Dealing.**—Beginning with eldest hand, deal five cards to each—three, then two, or two then three, in rotation to the left. Extra hand to table (called "Widow") is dealt, face downward, just before dealer helps himself in each round. Next card is turned for trump.

**Rounce.**—Six cards are dealt to widow. Six-hand, dealer takes no cards.

**Bierspiel.**—If seven of diamonds is turned for trump, next card must be turned up, and second turned card indicates trump suit. Dealer may take both cards into his hand, discarding two others. If dealer passes, eldest hand has privilege of taking up trump.

**The Play.**—Eldest hand may play either with original hand or widow, or may pass. If he passes, or takes widow, he discards original hand, face down, on table. After eldest hand, each player in turn may pass or declare to play. Hands of those who pass must not be discarded until every player has said whether he will play or pass. Any player may exchange his hand for widow, unless another player has already done so. Hands, once discarded, must not be examined thereafter. If all others have passed, pone must play with dealer. If all but one pass, dealer must play with him. If two or more declare to play, dealer may play or pass, as he chooses. Dealer may discard one card and take turned trump card into his hand. Each player who plays must take at least one trick or forfeit five counters to next pool. (See Scoring.)

A player may declare a "general rams." He then has lead, and must win all five tricks. Each other player must play in "general rams," even if he has previously passed.

**Rounce.**—Player taking widow must discard one card, to bring his hand down to five.

Except a "general rams" is declared, eldest hand of those who have not passed, leads a card of any suit. Each player in turn must follow suit, and must head the trick (play a higher card) if he can. If he cannot head the trick, he may play any card he has of suit led. If unable to follow suit, player must trump (or overtrump, if trumps have already been played). Even though he cannot overtrump he must still play trump; if he can neither follow suit nor trump, he discards a card of another suit. Highest card played of suit led, wins trick, unless trumped, when highest trump played wins. Winner of first trick leads to second, etc.

**Rounce.**—Player is not obliged to take trick, but must follow suit, if possible. Winner of first trick must play trump for second lead; thereafter any suit may be led.

**Bierspiel.**—Players may not look at their cards until dealer has turned trump and said "Auf," which is the signal for players to take up their cards. If four players declare to play, the first three leads must be trump; if three play, first two leads trump; if two, the first lead trump. If leader has no trump, he must play, face down, the lowest card in his hand, and the other players having trumps must play trump on it.

**Scoring.**—Players begin with an equal number of counters. Each dealer in turn puts up five counters for pool. If any player, who does not pass, fails to take at least one trick, he is "ramsed," and must add five counters to next pool. At end of each hand player takes one-fifth of amount of pool for each trick he has taken.

Pool containing only dealer's five counters is called "Simple," and all players must play. If it contains more than dealer's counters by reason of a player's having been ramsed, or having failed to succeed at "general rams," the pool is called "Double," and players may play or pass as they choose. If a player declaring "general rams" takes all five tricks, he takes pool, and each other player pays him five counters. If he fails, he must pay each other player five counters and must double the pool.

**Rounce.**—There is no "general rams."

**Bierspiel.**—Scored by points, each trick taken counting 1 point. Each player starts with an equal number of points, from which his scores are deducted.

**Game.**—First player losing all his counters, loses game, or player first winning an agreed number of counters wins game.

**Bierspiel.**—First player cancelling all his points, wins game.

# Games Suitable to Certain Number of Players

It is frequently desired to pick out some game of cards suitable to the number of persons who wish to play together at a certain time. By consulting the following lists, a game which is known to all, or which can be readily learned, or which suggests a novelty, may be easily found.

Each game is listed under the number of players to which it is best suited, and marked with an asterisk. As almost all games may be played in some fashion by more or less than the standard number of persons, the same game may be found in other lists, but without the asterisk. Such games are practically makeshifts.

Round games are those in which the number of players is either unimportant or variable. The term is usually applied to games in which a late arrival may cut in, or one of the players may drop out, without disturbing the play of others. Poker is a familiar example. Round games are therefore not listed for any special number of players, but some games for a definite number may also be played as round games.

There are a few games in which only one person handles the actual cards, the others simply betting upon the result. These are known as banking games, and are in a separate list.

The various games of Solitaire will be found in the general index.

## 32 GAMES FOR TWO PLAYERS.

Bézique*	Draw Auction*	Rubicon Bézique*
Blind Auction	Draw Bridge*	Rum
California Jack*	Draw Cassino	Russian Bank*
Cassino	Écarté*	Seven-up
Chinese Auction*	Euchre	Shasta Sam
Chinese Bridge*	Five Hundred	Sixty-six*
Conquain (Cooncan)*	Gin*	Two-ten-jack*
Cribbage*	Misery Bridge*	Royal Cassino
Double Dummy	Old Sledge	
Auction*	Patience Poker*	
Bridge*	Pinochle	
Whist*	Piquet*	
	Poker Rum	

## 28 GAMES FOR THREE PLAYERS

American Skat*	Cribbage	Five Hundred*
Auction Bridge	Draw Cassino	Frog*
Auction Pinochle*	Dummy-up Bridge*	Heartsette
Bézique	Dummy Whist*	Nullo Five
Cassino	Euchre	Hundred*

## 28 GAMES FOR THREE PLAYERS—Continued

Old Sledge	Royal Cassino	Solo
Pinochle	Seven-up	Solo Whist
Pool Écarté*	Six-Bid Solo*	Stop-Gap Bridge*
Preference*	Sixty-Six	Two-ten-jack
Progressive Solo*	Skat*	

## 48 GAMES FOR FOUR PLAYERS.

American Skat	Cribbage	Pinochle
Auction Bridge*	Domino Hearts	Railroad Euchre*
Auction Hearts*	Dom Pedro	Royal Cassino
Auction Pinochle	Draw Cassino	Seven-up
Auction Sixty-six*	Dummy-up Bridge	Shasta Sam
Bézique	Euchre	Sheepshead*
Bid Whist*	Five Hundred	Sixty-six
Black Jack or Black Lady	Gaigel*	Sixty-three*
Boston*	Grand*	Skat
Bridge*	Hearts	Smudge
California Jack	Heartsette	Snoozer
Call-ace Euchre*	King's Bridge*	Solo Whist*
Cassino	Joker Hearts	Two-ten-jack
Cayenne Whist*	Norwegian Whist*	Vint*
Cinch*	Nullo Five Hundred	Whist*
Contract Bridge*	Old Sledge	
	Pedro	

## 48 ROUND GAMES.

Auction Cinch	Four Jacks	Poker Rum
Auction Euchre	Gaigel	Rams
Auction Pitch	Gin	Razzle Dazzle
Authors	Hearts	Red Dog
Black Jack or Black Lady	I Doubt It	Rum
Boat House Rum	Forty-five	Seven-and-a-half
Boodle	Macao	Smudge
Call-ace Euchre	Michigan	Snoozer
Chicago	Napoleon	Spoil Five
Desperation	Newmarket	Stops
Deuces Wild	Nullo Five Hundred	Straight Poker
Dom Pedro	Panguingue	Stud Poker
Draw Poker	Patience Poker	Stung
Fan Tan	Pedro	Vingt-et-un
Farmer	Peek Poker	Whiskey Poker
Five Hundred	Poker	Wild Widow

## 9 BANKING GAMES.

Baccarat	Dutch Bank	Playing the Races
Blind Hookey	Faro	Rouge et Noir
Chemin de Fer	Monte Bank	Stuss

## Technical Terms

In the preceding pages many technical terms are used, and for the benefit of those not familiar with card games, these definitions are given in alphabetical order.

**AGE**—Eldest hand; to the dealer's left.

**AMERICAN LEADS**—Variations in the leads of high cards, to show the number held in the suit.

**ANTE**—A bet made before drawing cards at poker.

**A. Y. B. Z.**—The four letters used to designate the positions of the players, A and B being partners against Y and Z; Z deals.

**ASSIST**—In Bridge, increasing the partner's bid. In Euchre, ordering the partner to take up the trump.

**BATH COUP**—Holding up ace and jack fourth hand when a king is led by an opponent.

**BIDDING TO THE BOARD**—The points offered are not credited to any player; but simply announce the value of the undertaking.

**BLOCKING A SUIT**—Keeping a high-card to prevent the player with the small cards from making tricks with them.

**BLIND**—A compulsory bet at poker, before cards are dealt.

**BOARD'S THE PLAY**—A card once played cannot be taken back.

**BOBTAIL**—A four-card flush or straight at poker.

**BOOK**—The first six tricks won by the declarer at bridge.

**BREATHE**—At poker, to pass the first opportunity to bet; with the privilege of coming in if any one else bets.

**BRINGING IN A SUIT**—Making the small cards of a suit after the adverse trumps are exhausted.

**BUMBLEPUPPY**—Playing whist or bridge in ignorance or defiance of the conventionalities of the game.

**BURNT CARDS**—Cards that are turned face up on the bottom of the pack in banking games.

**BY-CARDS**—The number of tricks taken over the book by the declarer, at bridge or whist. Eight tricks would be two by-cards.

**CARTE BLANCHE**—A hand that does not contain K, Q, or J.

**CASES**—The last card of any denomination left in the box at faro, so that the bettor cannot split.

**CAT-HOP**—Two cards of the same denomination left in for the last turn at faro.

**CHECKS**—The counters used in place of cash; sometimes chips.

**CHIP ALONG**—The smallest bet possible, awaiting developments.

**CLOSE CARDS**—Cards that are likely to form sequences, in cribbage.

**CLUB STAKES**—The amount agreed upon as the stake if nothing is said before play begins.

**COMMAND**—The best card of a suit.

**COUP**—Any master stroke or brilliant play. A roll of the wheel at roulette, or a deal at rouge-et-noir.

**COMPASS GAMES**—Arranging players according to the points of the compass, N and S pairs being all opposed to all E and W pairs.

**CONVENTIONAL PLAYS**—Any method of conveying information by the play of the cards which would not be understood by an untaught player.

**CONVENTIONAL DOUBLES**—At bridge, are not to get penalties; but to ask the partner to declare himself.

**COURT CARDS**—The K, Q and J; the ace is not a court card.

**COVERING**—Playing a higher card second hand than the card led, such as putting an honor on an honor at bridge.

**CROSS-RUFF**—Two partners alternately trumping a different suit.

**CUTTING**—Dividing the pack previous to the deal; or to show cards for choice of seats and deal; drawing from a spread pack.

**DEALING OFF**—The same dealer deals again.

**DEADWOOD**—The discard pile at poker.

**DECAVÉ**—Unable to continue play; bankrupt.

**DECK**—Colloquial for "pack."

**DECKHEAD**—Colloquial for the turned trump.

**DECLARER**—The one who makes the winning bid at bridge and plays the dummy's cards in connection with his own.

**DENYING SUITS**—Bidding a suit different from your partner's.

**DEFENSIVE BIDS**—To prevent opponents from too easy contracts.

**DISCARDING**—When unable or unwilling to follow suit or trump, throwing away from another suit.

**DOUBLE PAIRS ROYAL**—Four cards of the same denomination in cribbage.

**DOUBLETON**—Two small cards of a suit at bridge.

**DOUBLING**—At bridge, betting the declarer cannot make his contract; or, asking the partner to bid against it.

**DOUBLING UP**—Betting twice as much if the bet is lost.

**DOUBTFUL CARD**—Any card led by the player on your right, which your partner may be able to win if you pass it up.

**DUFFER**—One who knows nothing of the principles of the game.

**DUMMY**—The exposed hand in bridge.

**DUPLICATE**—When the same hands are replayed by both sides, as nearly as possible under the same conditions, especially in whist or bridge. Paine's trays are used to hold the cards.

**DUTCH IT**—To cross the suit, when the trump is turned down by the dealer in euchre.

**ECHO**—Any play that indicates the number held in a suit led by the partner.

**EDGE**—The same as “age” eldest hand in poker.

**ESTABLISHED SUIT**—When you can take every trick in it, no matter who leads it.

**EXPOSED CARDS**—Cards played in error, dropped on the table, or so held that the partner can see them.

**FALSE CARDS**—Cards so played as to deceive the adversaries as to the true holding in the suit.

**FINESSE**—Any attempt to win a trick with a card which is not the best you hold in the suit; such as Q, holding A Q.

**FIRST, SECOND, OR THIRD HAND**—The positions of the players on any individual trick.

**FLUSH**—All the cards of the same suit.

**FORCE**—To compel a player to trump if he wants the trick.

**FORCED LEADS**—Leads that are not desirable; but which are made to avoid others less advantageous.

**FOURCHETTE**—The cards above and below the one led, such as K and J over a Q.

**FOURTH-BEST**—Counting from the top of a suit that is not headed by a high-card lead; such as the 8 led from K, 10, 9, 8, 2.

**FROZEN OUT**—A player who has lost his original stake, and cannot come into the game again.

**FUZZING**—Milking the cards, instead of shuffling them.

**GRAND COUP**—Trumping a trick already won by partner, or under-trumping a trick he has already trumped.

**GUARDED CARDS**—Cards which cannot be caught by higher cards, unless led through, such as K and small.

**HEADING A TRICK**—Playing a card better than any so far on the trick, but not necessarily the best card you have.

**HELPING PARTNER**—Raising his bid at bridge.

**HIS HEELS**—Turning up a jack for a starter at cribbage.

**HIS NOBS**—The jack of the same suit as the starter, at cribbage.

**HOC, OR HOCKELTY**—The last card left in the box at faro.

**HONORS**—The highest cards in the suit when they have any counting value; such as A, K, Q, J, 10, or four aces, at bridge.

**HORSE AND HORSE**—Each player has a game in.

**IMPERFECT FOURCHETTE**—The card above and one remove below the one led, such as K, 10 second hand, on a Q led.

**INDIFFERENT CARDS**—Cards of the same value so far as taking tricks is concerned, such as Q, 10, after K and J are played.

**INFORMATORY DOUBLES**—Not made for the purpose of penalizing.

**INSIDE STRAIGHTS**—Sequences that are broken in the middle; such as 9, 8, 6, 5 at poker.

**INTERVENING BIDS**—Those made by opponent between the partner's bids.

**INTRICATE SHUFFLE**—Butting the two parts of the pack together at the ends, and forcing them into each other.

**IRREGULAR LEADS**—Leads not made in accordance with convention, such as leading Q from K, Q, J and others.

**JACKS OR BETTER**—Any hand that will beat a pair of tens; the opening qualification for jackpots at poker.

**JEUX DE REGLE**—Hands which should be played in a certain way on account of the mathematical expectation, as in *Écarté*.

**KITTY**—The percentage taken out of the stakes in a game to pay for expenses of any kind.

**LAST TURN**—The last three cards left in the box at faro.

**LEAD**—The first card played in any trick.

**LIMIT**—In poker, the amount by which any player may increase the previous bet.

**LONG CARDS**—The dregs of a suit left in the hand of one player.

**LONG SUITS**—More than four cards; or, four cards if no other suit of more than three.

**LOSING CARDS**—Those that must lose tricks if any one leads the suit.

**LOSING TRUMP**—Any trump which is not the best, when only one or two remain.

**LOVE-ALL**—Nothing scored on either side.

**LURCHED**—Not half way toward game, especially at cribbage.

**MAKE-UP**—Getting the cards ready for the next deal.

**MASTER CARD**—The best remaining of a suit already played.

**MEMORY DUPLICATE**—Four players at the same table who play the N and S hands first, and then the E and W hands.

**MILKING**—Instead of shuffling, taking the top and bottom cards from the pack at the same time, with forefinger and thumb, and showering them on the table.

**MISDEAL**—Any failure to distribute the cards properly.

**MISERY OR MISÉRE**—The same as Nullo.

**MISTIGRIS**—Poker with the joker in the pack.

**MIXED PAIRS**—Lady and gentleman as partners in compass games.

**MUGGINS**—Taking a score overlooked by an opponent, cribbage.

**NEGATIVE DOUBLES**—Those made to deny a suit.

**NEXT**—The suit of the same color as that turned down, at euchre. If hearts are turned down, making it next means diamonds.

**NO-TRUMPS**—A hand played without a trump suit.

**NULLO**—A bid to lose tricks instead of winning them, there being no trump suit.

**ODD TRICK**—The seventh won by the declarer at bridge.

**OPEN BETS**—Bets at faro that play cards to win.

**OPENERS**—Cards that entitle a player to open a jackpot.

**ORIGINAL LEAD**—The first card played.

**OVERCALLING**—Bidding higher than the last bid, at bridge.

**PAIRS ROYAL**—Any three cards of the same denomination, at cribbage.

**PASS**—To decline any undertaking in any game.

**PAT HANDS**—Those played without discarding or drawing at poker.

**PENULTIMATE**—The lowest but one of a long suit.

**PERDUE**—Lost to view—turned fair down.

**PAINE'S TRAYS**—The holders used in duplicate games for carrying the cards from table to table in their original order.

**PIANOLA HANDS**—Those which are very easy to play.

**PLAIN SUITS**—Those which are not trumps that deal.

**PONE**—The player on the dealer's right, who cuts the cards.

**POST-MORTEMS**—Discussions as to what might have been, sometimes called, "If you hads."

**POSITIVE DOUBLES**—Those made to defeat the contract.

**POT**—The amount to be played for in any round game.

**PRE-EMPTIVE BIDS**—Those high enough to shut off opposition.

**PROIL**—An abbreviation of pairs royal, at cribbage.

**PUNTERS**—Those who play against the banker.

**PUPPY-FOOT**—The ace of clubs.

**QUART**—Any sequence of four cards.

**QUART-MAJOR**—The A, K, Q, J of a suit.

**QUICK TRICKS**—Cards that will win the first or second round.

**QUINT**—A sequence of five cards of the same suit—a straight flush.

**QUINT-MAJOR**—A Royal Flush.

**QUITTED**—A trick is quitted when it is turned down and the fingers removed from it. A score is quitted when the fingers are removed from the counters, the pegs, or the pencil.

**REBID**—When a player bids higher with or without his partner's assistance, without changing the declaration.

**REDOUBLE**—To double the player who doubles.

**REENTRY CARDS**—Cards in one suit that bring other suits into play.

**RENEGE**—Failure to follow suit when able to do so.

**RENOUNCE**—Failure to follow suit.

**REVOKE**—Failure to follow suit or conform to a performable penalty when able to do so.

**ROBBING**—Exchanging a card in hand for the turned trump.

**ROUND**—When each player has had equal advantages with regard to deal and other matters.

**ROUND TRIP**—The four kings and queens in pinochle.

**RUBBER**—Three games. When the same partners win the first two games, the third is not played.

**RUFFING**—Trumping a suit.

**RUFFING THE PARTNER**—Leading something you know he can trump, as distinguished from forcing the declarer, at bridge.

**SECOND DEALING**—Holding back good cards on the top of the pack, and dealing the next card below.

**SEE-SAW**—A cross ruff, trumping alternate suits.

**SEQUENCE**—Three or more cards next in numerical order. Two cards next in value, as Q, J, are called "touching" honors.

**SHORT SUITS**—Those containing less than four cards.

**SHUFFLING**—Any method of disarranging the cards so that no trace remains of their order during the previous play.

**SHUT-OUT BIDS**—Bids high enough to shut off opposition.

**SINGLETON**—Only one card of any suit. If led, a sneak.

**SKUNKED**—Beaten without having scored a point.

**SLAM**—Winning every trick. All but one is little slam.

**SNEAK**—A singleton, led to ruff second round.

**SNOWING THE CARDS**—Milking or fuzzing them.

**SODA**—A card that shows face up in the box at faro, before any bets are made.

**SPLITS**—Two cards of the same denomination coming on the same turn at faro.

**SPREAD**—Playing the hand with all cards exposed.

**SQUEEZERS**—Cards with corner indexes (pips).

**STACK OF CHIPS**—Twenty.

**STARTER**—The cut card at cribbage.

**STILL PACK**—The one not in play when two are used.

**STOCK**—Cards left in the pack after completing the deal; but which are to be used in the play that follows.

**SUPPORTING BIDS**—Those that help the partner to get the contract, at bridge.

**STRAIGHT WHIST**—Playing a hand and immediately shuffling the cards for another deal, instead of playing duplicate.

**STRENGTH IN TRUMPS**—Four or more.

**STRENGTHENING CARDS**—Those which are of no trick-taking value to the holder, but may be useful to the partner, if led.

**STRONG SUITS**—Those in which a number of tricks can be made after the adverse trumps are out of the way.

**SWEATING OUT**—Winning a game without taking any risks, by waiting for trifling points that fall to your share.

**SYSTEM PLAY**—Any guide that keeps a player from guessing.

**TAKE-OUT BIDS**—Those that shift from partner's bid.

**TALON**—The same as "stock."

**TENACE**—The best and third-best cards remaining of any suit, such as A Q. The K J is the minor tenace until the A is out of the way; then it becomes tenace.

**TOUCHING HONORS**—Cards next in value to each other, such as A K, or K Q.

**TRAILING**—Playing a card that accomplishes nothing.

**TRASH**—To discard.

**TWO-SUITERS**—Hands that contain two suits of equal strength.

**UNBLOCKING**—Getting out of partner's way, when he has more cards of the suit than you have.

**UNDERPLAY**—Leading a card which is not the best you hold when the best would be the natural lead, or holding up the best card, refusing to win an adverse trick.

**VOLE**—Winning all the tricks; a slam.

**WHANGDOODLE**—An unusual hand calling for a round of Jack Pots.

**WHIPSAWED**—Losing both a winning bet and a coppered bet at faro on the same turn.

**WHISKEY HOLE**—Only one to go game.

**WHITEWASHED**—Defeated without having scored a point.

**WIDE CARDS**—Those which are too far apart to be likely to form sequences in cribbage or rum.

**WIDOW**—An extra hand dealt in any game; but available in the play.

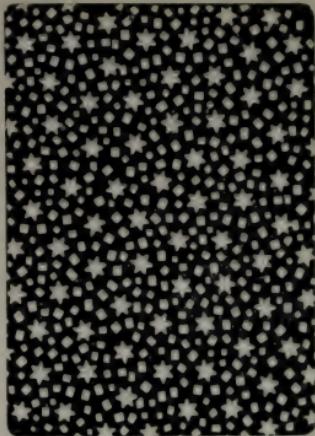
**YARBOROUGH**—A hand of thirteen cards with none above a nine. The odds against it are 1827 to 1.

**YOUNGER HAND**—The one who is not the leader in two-hand games. The opposite to elder hand.

No. 92 "Bee" Allover backs



ACE



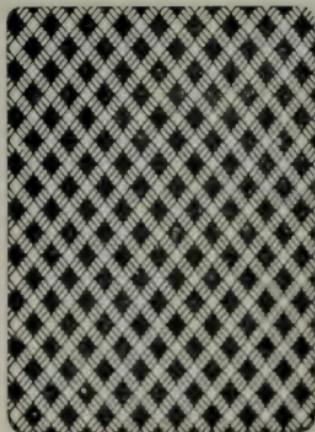
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TUCK BOX FRONT



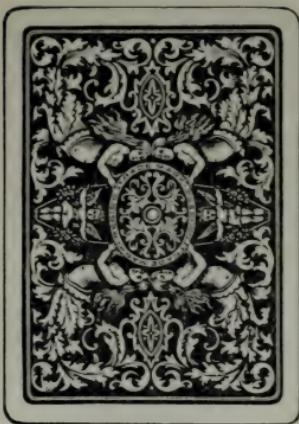
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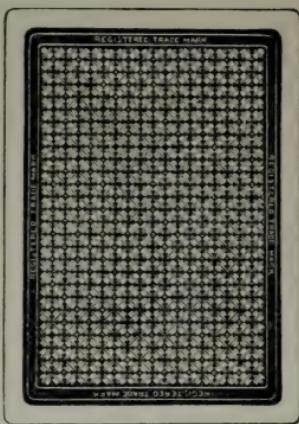
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SMOOTH OR CAMBRIC FINISH

# No. 92 "Bee" Border backs



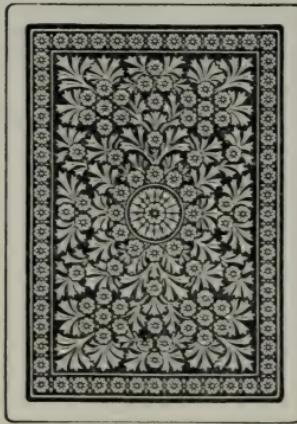
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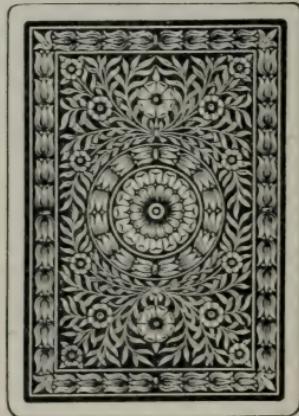
BACK No. 86



TUCK BOX FRONT



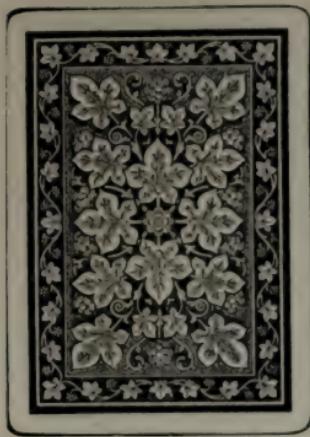
BACK No. 122



BACK No. 126

SMOOTH OR CAMBRIC FINISH

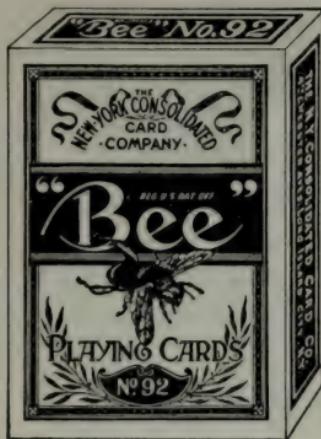
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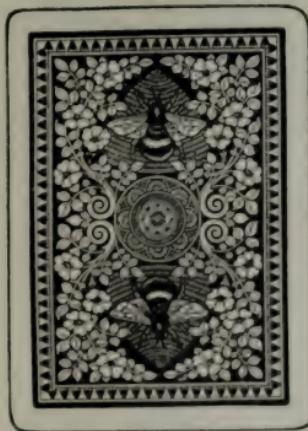
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BACK No. 181



TUCK BOX FRONT



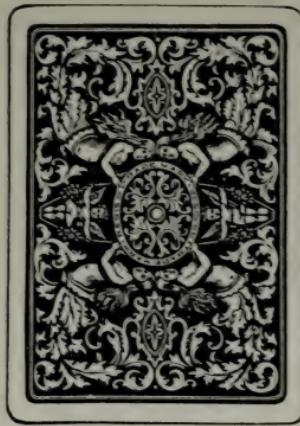
BACK No. 182



BACK No. 221

SMOOTH OR CAMBRIC FINISH

# No. 352 "Squeezers" Playing Cards



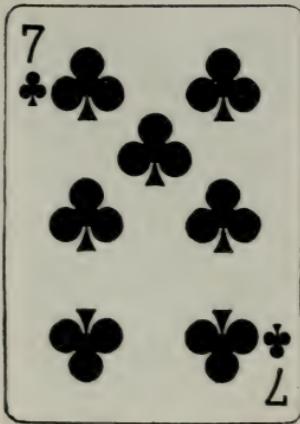
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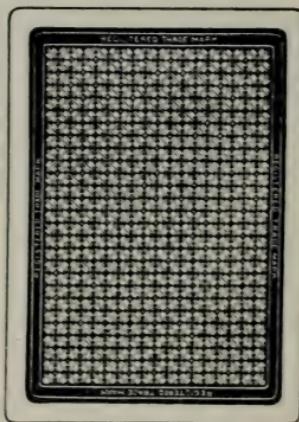
BACK No. 58



TUCK BOX FRONT



SPOT CARD



BACK No. 86

SMOOTH OR CAMBRIC FINISH

# No. 352 "Squeezers" Playing Cards



BACK No. 95



ACE



TUCK BOX FRONT



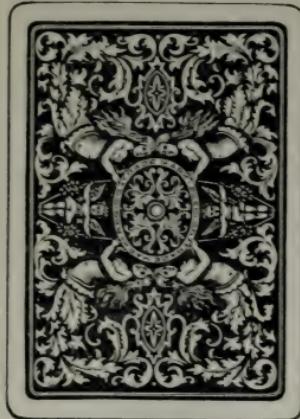
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BACK No. 108

SMOOTH OR CAMBRIC FINISH

# No. 35 Second Quality Angel Backs



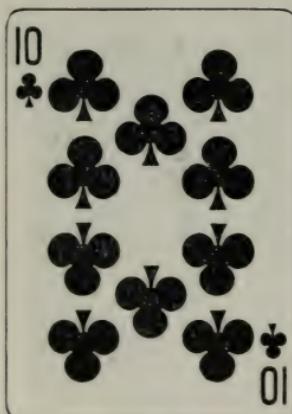
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ACE



TUCK BOX FRONT



TEN OF CLUBS



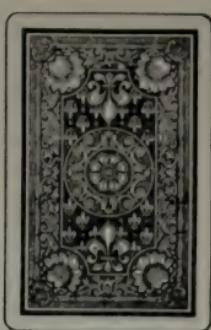
KING OF SPADES

SMOOTH OR CAMBRIC FINISH

# No. 68 "Bee" Bridge



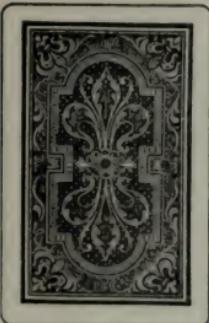
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BACK No. 137



TUCK BOX FRONT



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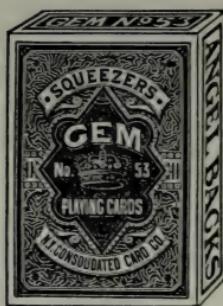


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*Also put up in Two-Pack Duplex Tucks for Bridge*

**SMOOTH OR CAMBRIC FINISH**

## No. 53 Gem Playing Cards



TUCK BOX FRONT



ANGEL BACK

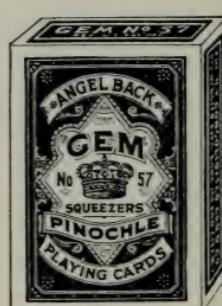
SMOOTH OR CAMBRIC FINISH

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## No. 57 Gem Pinochle Playing Cards



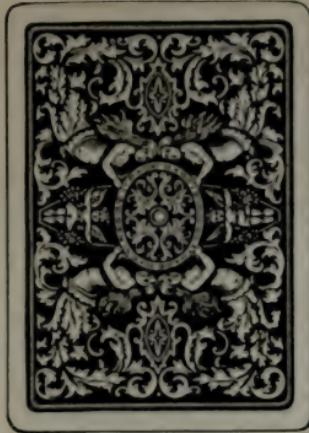
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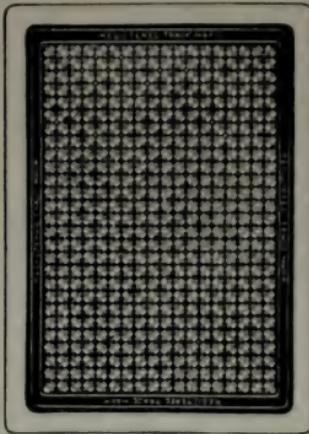
TUCK BOX FRONT

SMOOTH OR CAMBRIC FINISH

# No. 97 "Bee" Pinochle Playing Cards



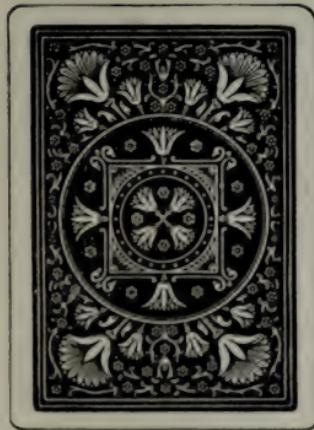
ANGEL BACK



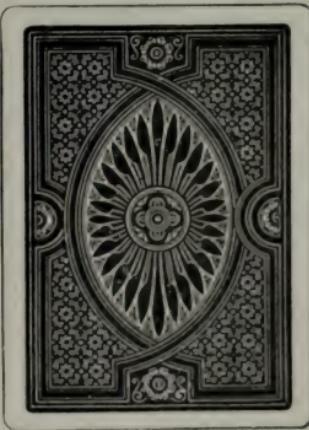
BACK No. 86



TUCK BOX FRONT



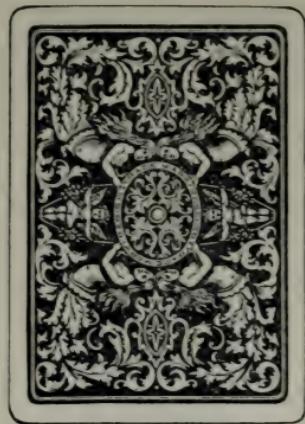
BACK No. 274



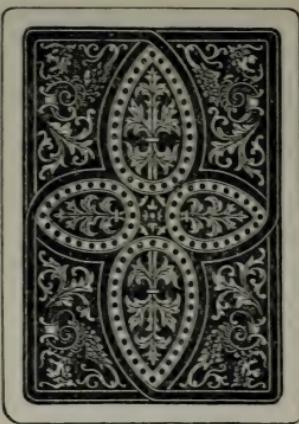
BACK No. 275

SMOOTH OR CAMBRIC FINISH

# No. 3511 Bridge Whist Playing Cards



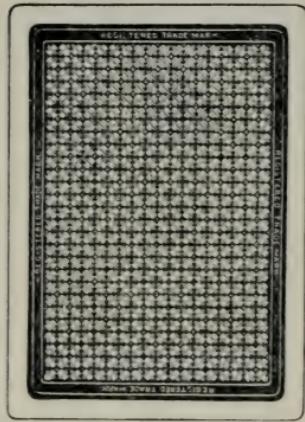
ANGEL BACK



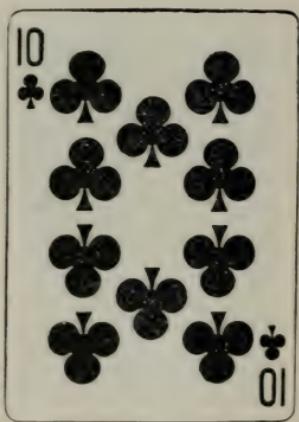
BACK No. 43



TELESCOPE CASE



BACK No. 86



TEN OF CLUBS

SMOOTH OR CAMBRIC FINISH

## No. 42 Triton Playing Cards



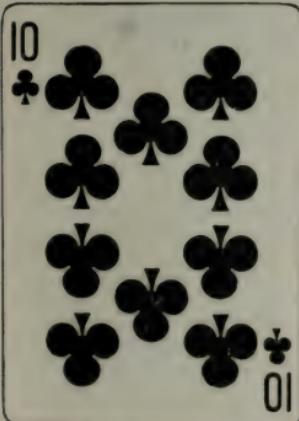
BACK No. 132



BACK No. 133



TUCK BOX FRONT



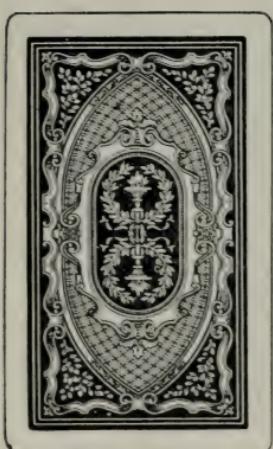
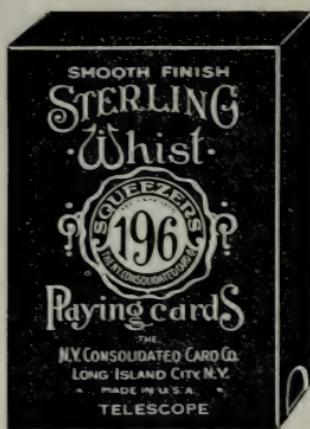
TEN OF CLUBS



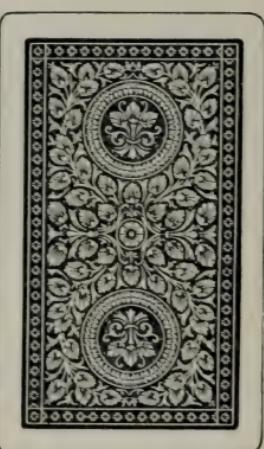
KING OF SPADES

SMOOTH OR CAMBRIC FINISH

# No. 196 Sterling Whist



BACK No. 249



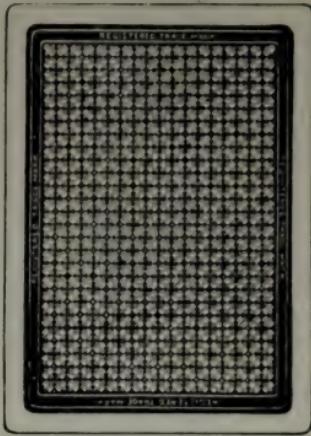
BACK No. 251

SMOOTH OR CAMBRIC FINISH

# No. 35 "Squeezers" Playing Cards



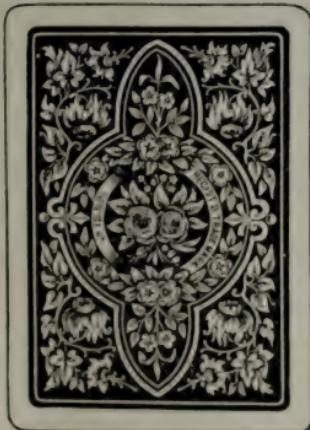
ANGEL BACK



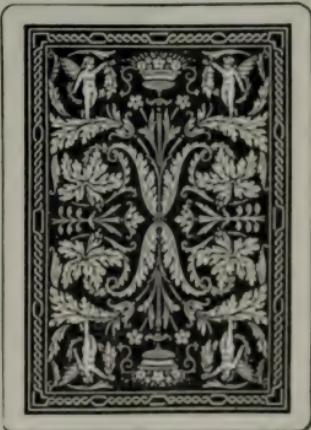
BACK No. 86



TUCK BOX FRONT



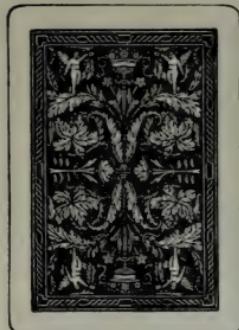
BACK No. 20



BACK No. 107

SMOOTH OR CAMBRIC FINISH

## No. 93 Elf Playing Cards



BACK No. 107

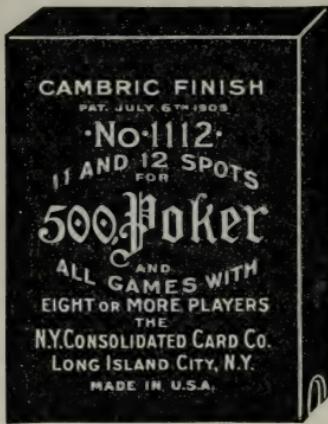


TUCK BOX FRONT

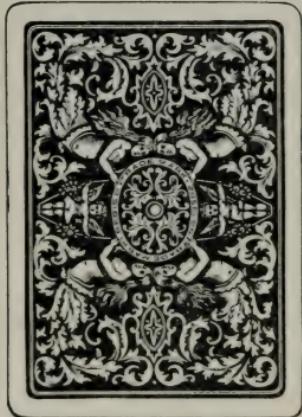


BACK No. 129

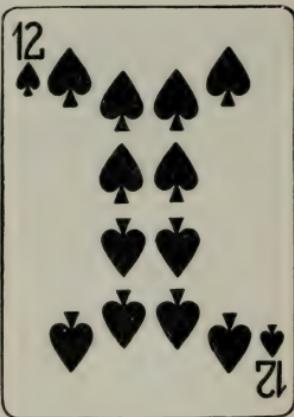
## No. 1112 Eleven and Twelve Spots



TELESCOPE CASE



ANGEL BACK



12 SPOT

SMOOTH OR CAMBRIC FINISH

NO. 142

**PLAYING CARDS  
DE LUXE**



**BRIDGE SIZE  
CAMBRIC FINISH**

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This series comprises an assortment of backs in combinations of several colors. The designs are artistic and the color combinations are pleasing to the eye.

Each pack is finished with gold edges, is tissue wrapped, sealed with a gold seal, and put up either in a telescope case holding a single pack, or in an attractive two-pack container.

If your dealer does not carry this line, write us for information as to where it can be procured.

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**The New York Consolidated Card Co.**

LONG ISLAND CITY, N. Y.

